

## MATHS

- Add and subtract whole numbers with more than 4 digits, including using formal written methods
- Add and subtract numbers mentally with increasingly large numbers
- Solve addition and subtraction multi-step problems in contexts
- Identify multiples and factors, including finding all factor pairs of a number, and common factors of 2 numbers
- Know and use the vocabulary of prime numbers, prime factors and composite (non-prime) numbers
- Multiply numbers up to 4 digits by a one- or two-digit number using a formal written method
- Divide numbers up to 4 digits by a one-digit number using the formal written method of short division
- Multiply and divide whole numbers and those involving decimals by 10, 100 and 1,000
- Recognise and use square numbers and cube numbers, and the notation for squared (<sup>2</sup>) and cubed (<sup>3</sup>)
- Solve problems involving multiplication and division, including using their knowledge of factors and multiples, squares and cubes
- Use common factors to simplify fractions; use common multiples to express fractions in the same denomination
- Compare and order fractions
- Add and subtract fractions with different denominators and mixed numbers, using the concept of equivalent fractions
- Multiply simple pairs of proper fractions, writing the answer in its simplest form

## HISTORY

- How to ask questions that are relevant to historical enquiry
- How to make inferences from a text
- How to compare ideas about life today with ideas about life in the past

## PE

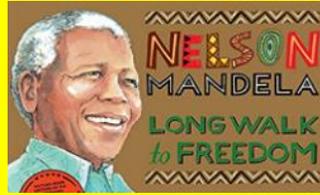
- Develop flexibility, strength, technique, control and balance
- Play competitive games, modified where appropriate [tag rugby] and apply basic principles suitable for attacking and

## PSHE

- Strategies to help someone feel included
- Strategies to positively resolve disputes and reconcile differences in friendships
- Recognise that everyone should be treated equally

## JUNGLE CLASS

A Long Walk to Freedom  
Autumn Term 2  
2020-2021



## READING / SPELLING

- Apply their growing knowledge of root words, prefixes and suffixes
- Increasing their familiarity with a wide range of books, including myths, legends and traditional stories, modern fiction, fiction from our literary heritage, and books from other cultures and traditions
- Drawing inferences such as inferring characters' feelings, thoughts and motives from their actions, and justifying inferences with evidence
- Distinguish between statements of fact and opinion

## WRITING

Plan writing by:

- Identifying the audience for and purpose of the writing, selecting the appropriate form and using other similar writing as models for their own
- In writing narratives, considering how authors have developed characters and settings in what pupils have read, listened to or seen performed

Draft and write by:

- Electing appropriate grammar and vocabulary, understanding how such choices can change and enhance meaning
- Using further organisational and presentational devices to structure text and to guide the reader [for example, headings, bullet points, underlining]

Evaluate and edit by:

- Assessing the effectiveness of their own and others' writing
- Proposing changes to vocabulary, grammar and punctuation to enhance effects and clarify meaning
- Proofreading for spelling and punctuation errors
- Ensuring the consistent and correct use of tense throughout a piece of writing

## ART

- Learn about great artists, in history.
- To improve their mastery of art and design techniques, including drawing and painting

## RE

Understanding Christianity - Was Jesus the Messiah?

## SCIENCE

- Recognise that light appears to travel in straight lines
- Use the idea that light travels in straight lines to explain that objects are seen because they give out or reflect light into the eye
- Explain that we see things because light travels from light sources to our eyes or from light sources to objects and then to our eyes
- Use the idea that light travels in straight lines to explain why shadows have the same shape as the objects that cast them

## COMPUTING

- Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.
- Use sequence, selection, and repetition in programs; work with variables and various forms of input and output.

## MUSIC

- Listen with attention to detail and recall sounds with increasing aural memory
- Appreciate and understand a wide range of high-quality live and recorded music drawn from different traditions and from great composers and musicians
- Develop an understanding of the history of music.