Writing

Narrative

Write stories of adventure.

Write stories of mystery and suspense.

Non-fiction

Write recounts.

Poetry

Write haiku.

Write poems that convey an image (simile, word play, rhyme and metaphor).

Reading

Read and listen to a wide range of styles of text, including fairy stories, myths and legends.

Listen to and discuss a wide range of texts.

Learn poetry by heart.

Take part in conversations about books.

Use the school and community libraries.

Read and listen to whole books.

Communication

Engage in meaningful discussions in all areas of the curriculum.

Listen to and learn a wide range of subject specific vocabulary.

Through reading identify vocabulary that enriches and enlivens stories.

Practise and rehearse sentences and stories, gaining feedback on the overall effect and the use of standard English.

Listen to and tell stories often so as to internalise the structure.

Debate issues and formulate well-constructed points.

Mathematics

Count and calculate in increasingly complex contexts, including those that cannot be experienced first hand.

Rigorously apply mathematical knowledge across the curriculum, in particular in science, technology and computing.

Explore numbers and place value so as to read and understand the value of all numbers.

Add and subtract using efficient mental and formal written methods.

Multiply and divide using efficient mental and formal written methods.

Use and apply measures to increasingly complex contexts.

Science

Physics

Light

Look at sources, seeing, reflections and shadows.

Explain how light appears to travel in straight lines and how this affects seeing and shadows.

Forces and magnets

Look at the effect of gravity and drag forces.

Earth and space

Look at the movement of the Earth and the Moon.

Explain day and night.

Working Scientifically

Across all year groups scientific knowledge and skills should be learned by working scientifically. (This is documented in the Essentials for progress section.)

Art & Design

Use experiences, other subjects across the curriculum and ideas as inspiration for artwork.

Develop and share ideas in a sketchbook and in finished products.

Design & Technology

Design

Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design.

Make

Select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities.

Evaluate

Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.

Language

In the chosen modern language:

- Speak
- Read
- Write.

Physical Education

Take part in gymnastics activities.

Perform dances.

Take part in outdoor and adventurous activity challenges both individually and within a team.

Additional Content

R.E.

To consider the sacredness of the natural world by studying Genesis 1 and discuss how different Christians view this part of the bible. We will be finding out whether we think Science and Christianity are complementary or conflicting, and Christian views about the theories of the Big Bang and evolution.

Art

Christmas Card Project

Music

Appreciate and understand a wide range of high-quality live and recorded music from different traditions and from great musicians and composers; play and perform in solo and ensemble contexts, using voice and playing instruments with increasing accuracy, control and expression; use and understand the basics of other musical notations; improvise and compose music using the inter-related dimensions of music separately and in combination.

Computing

Use sequence, selection, and repetition in programs; work with variables and various forms of input and output; Create an interactive quiz that requires input from a user and enables them to navigate through the program; Develop skills using Microsoft PowerPoint including animation, slide transitions and sounds; Choosing the design of the presentation to reflect the topic of the quiz; Develop Microsoft Excel skills in creating graphs and editing them.

Design, write and debug programs that accomplish specific goals; use sequence, selection and repetition in programs; correct errors in algorithms; recognise and understand programming vocabulary including variables and functions; use mathematical knowledge of angles, shape and multiplication to solve programming problems; improve typing skills.