

English

Spelling and Grammar

Sentence types and punctuation.

Syllables.

Adjectives, Nouns, Verbs and Adverbs.

The use of paragraphs.

Inverted commas for punctuation.

Conjunctions to express time.

Cursive handwriting.

Writing in the correct tense (depending on the text type).

Poetry

Haiku

Tanka

Non Fiction

Information Texts

Persuasive Adverts

Mathematics

Number and place value.

Addition and Subtraction.

Multiplication and division number facts.

Mental Maths.

Multiplication fact review and consolidation.

Explore number and place value to multiples of 1000.

Recognising place value in 4 digit numbers.

Rounding numbers to the nearest 10, 100 and 1000.

Developing skills when adding and subtracting 4 digit numbers using the column method.

We will be collecting and interpreting statistics.

Identifying 2D and 3D shapes and describing their properties.

Problem solving and written word problems.

Science

Animals and humans

Describe the changes as humans develop to old age.

Living things and their habitats

Recognise that living things can be grouped in a variety of ways.

Explore and use classification keys to help groups, identify and name a variety of living things in their local and wider environment.

Recognise that environments can change and this can sometimes pose dangers to living things.

Humanities

Locating continents and oceans around the world.

Use maps, globes and atlases to investigate hemispheres, the Equator, longitude and latitude and different time zones.

What is a wonder of the world?

Art & Design

Chalk Toucans.

Learning about Rousseau's paintings;

Papier Mache globes.

Wonders of the world using paint.

French

Numbers 0-30

Saying the date

Nationalities and describing people

Leisure activities and starting to tell the time

Types of weather

Gymnastics

Develop good body tension and posture

Produce and perform sequences with a partner

Perform forward and backward roll with control.

Observe and describe movement.

Lift, carry, set up and store apparatus correctly and safely.

Develop awareness of others' movements.

Computing

Scratch animation

Create an animated version of a wonder of the world.

Design and write and debug programs that accomplish specific goals.

Use sequence, selection and repetition in programs.

Physical Education

Invasion games

Develop and practice a range of ball handling skills.

Develop an understanding of the tactics and strategies for use in mini-games.

Develop an increased understanding of use of space.

Discuss and improve control of movement skills relevant to games.

Music

Learning a performance poem with 3 parts all happening at the same time.

Performing parts which are different to others in my group.

Selecting instruments based on their timbre. Learning to listen to individual instruments and sections in music.

Reading a graphic score.

Playing ostinatos and drones.

Swimming

Water confidence in the deep end.

Stroke development for frontcrawl and backcrawl.

Water fitness and stamina.

Water based games that require treading water.

Diving.