

English

Text types: Narratives, Recounts, Persuasive letters, Play Scripts, Non-chronological report

Grammar: Standard English, use of 'a' or 'an', conjunctions and adverbials

Punctuation: apostrophes, inverted commas.



French

La Salle de Classe & Chez moi (in class/my home)

- Recall a selection of nouns of common classroom and home objects.
- Describe what we have and what we don't have in our pencil case.
- Describe what rooms you have in your home.
- Respond to simple classroom commands.

Art

- Use research to inspire drawings from memory and imagination.
- Explore relationships between line and tone, pattern and shape, line and texture.
- Show an understanding of shape, space and form.
- Plan, design, make and adapt models.
- Talk about their work understanding that it has been sculpted, modelled or constructed.



Music

Ain't No Mountain High Enough

- Sing in tune, breathe well, pronounce words, change pitch and dynamics.
- Listen to several layers of sound (texture) and talk about the effect on mood and feelings.
- Improvise within a group using more than 2 notes.
- Compose and perform melodies using three or four notes.



Reading

Developing our love of reading and developing our strategies by:

- Listening to and discussing books from our Reading Spine.
- Reading and discussing fiction and non-fiction.

Discussing, preparing and performing narrative poetry.

Maths

+ and - 2-, 3- and 4- digit numbers, using factors, products and doubling to solve x problems, column method to + and -, use co-ordinates to draw polygons, translations, draw and interpret line graphs, bar charts and pictograms, ladder and grid methods to x, fractions of amounts, ÷ by 10 and 100

Geography

- Identifying mountain ranges around the world and highest peaks in each continent.
- Understand how mountains are formed – link to Earth's structure.
- Learning about mountain climates.
- Studying the dangers of mountain climbing and why people take on these challenges.



PE

Swimming

Athletics – Children will learn how to combine technique and form to perform a range of track-based athletics skills.

Computing

iProgram – Develop storytelling skills through a variety of design and programming activities using Scratch. Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems. Use sequence, selections and repetition in programs. Use logical reasoning to explain how to detect and correct errors in algorithms and programs.

PSHE

Living in the Wider World: How can our choices make a difference to others and the environment?

- how people have a shared responsibility to help protect the world around them
- how everyday choices can affect the environment
- how purchasing choices can affect the environment
- how to show care and concern for others (inc. animals)

Science

Sound

- Identifying how sounds are made – vibrations
- Recognising how sounds travel
- Linking pitch to the object that produced the sound.
- Linking volume to the strength of the vibration
- Recognise how sounds get fainter as distance increases.

