

English

Non-fiction:

Non-chronological reports, information and third person recounts.

Narratives:

Story writing, first person recounts, Viking mythology, character and setting descriptions.

Vocabulary, Grammar and Punctuation:

Conjunctions, adverbs and prepositions for time, place and cause, speech punctuation, apostrophes.



Maths

Understanding place value in decimal numbers.

Choosing appropriate strategies when calculating with money and decimals.

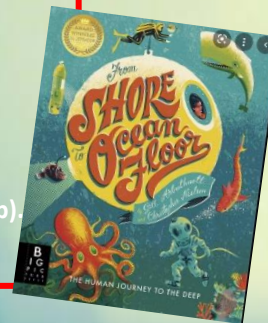
Telling the time.

Calculating time intervals.

Finding the perimeters of shapes and missing lengths.

Place value in 4-digit numbers for subtraction (column/counting up).

Multiply and divide 3-digits by 1-digit.



Reading

Developing a love of reading and a wide range of comprehension strategies by:

- Listening to and discussing class books.
- Reading and discussing fiction, non-fiction and poetry.
- Discussing, preparing and performing poetry.

Revolting Vikings

History

To know who the Vikings were and what they did.

To find out about the Viking invasions of Britain.

To find out about the Viking settlement of Britain.

To know the similarities and differences between the Viking and Saxon way of life.

To know about the Viking's legacy (place names e.g, York and the impact on the English language)

D&T

To know the purpose of illuminated signs

To know a number of ways in which signs might be illuminated

To know how bulbs may be used in simple series circuit.

To know how to select materials, tools and components to create a free-standing structure.

Science

Identify common appliances that run on battery and mains electricity

Construct simple circuits and then inserting a switch to turn the circuit on and off

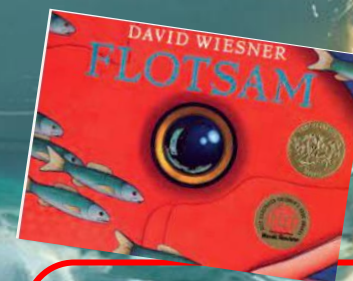
PSHE

To identify facts about dental health.

Describe a calm place that helps them to feel relaxed.

Describe how they feel when they make a mistake and explain what can be learned from making mistakes.

Explain that there are some things they can control and others they cannot.



Music

Learning basic instrumental skills by playing tunes in varying styles.

Using the glockenspiels to create melodies.

Computing (Programming)

To understand variables.

To understand that variables can help you to create a quiz on Scratch.

To know computational thinking skills can help you to solve a problem.

To identify patterns to help work out how the code works.

To understand that algorithms can be used for a number of purposes.

RE

Where do Christian religious beliefs come from?

Sources which explain to Christians the nature of God with consideration to the views that other beliefs also have.

PE

Netball and associated skills
Swimming