

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.



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.

French

French food – Miam! Miam!

To understand simple conversations, using money in context, and improving pronunciation of everyday vocabulary. To infer the meaning of new words and apply their knowledge by creating a simple French menu.

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 collages.
- Talk about their work and understand the choices they have made.

Music

Lean on Me

- 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.

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.

Maths

Compare and order mixed numbers and position on a number line
Addition and subtraction of fractions and mixed numbers (within a whole)
Convert improper fractions to mixed numbers and vice versa
Efficient strategies for adding and subtracting mixed numbers (crossing a whole)

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.

Computing

Programming 2 - pupils will understand that problems can be solved more easily using computational thinking. They will explore code blocks to create a simple game. They will explore the terms 'pattern recognition' and 'abstraction' and how they help to solve a problem. They will learn how computational thinking can help to solve problems and apply computational thinking to problems they face.

PE

Athletics – pupils will develop basic running, jumping and throwing techniques. They are set challenges for distance and time that involve different styles and combinations of running, jumping and throwing.

Swimming - children will continue to develop their strokes and a secure knowledge of water safety.

Mighty Mountains

