ENGLISH

Comprehension:

- Adventure and mystery stories distinguishing between first and third person accounts.
- Discussing character feelings behaviour and relationships.

- Letters for a purpose.
- Oral and performance poetry.
- Humorous poetry to compare types of humour.

Composition:

• Writing first person accounts and story openings linked to adventure texts read.

- Planning and writing adventure stories.
- Writing letters and notes.
- Writing poetry that uses sound to create effect .
- Book reviews.

Grammar:

• Pronouns, collective nouns, adjectives, revision of parts of speech.

Punctuation:

• Capitalisation, speech marks, commas, sentence punctuation.

Spelling:

• Prefixes, pluralisation, homonyms, spelling strategies.

MATHEMATICS

- Numbers to 1000: numbers halfway between, estimating and rounding.
- Extending up to five and six digit whole numbers.
- Number names, ordinal numbers.
- Subtraction to 100: linking addition and subtraction, using and applying.
- Money: using 5-, 10- and 20-pound notes.
- Addition to 1000: addition of two-digit numbers, bridging 100.
- Subtraction to 1000.
- Measurement: capacity and weight. To estimate and measure the mass of an item in grams (g). To solve word problems including mass.
- 2-D Shape: symmetry and making shapes.
- 3-D shape: names and properties.
- Multiplication of a two-digit number.
- Linking multiplication and division.
- Using and applying remainders.
- Fractions: tenths, thirds and fifths. To understand and recognise equivalent fractions. To solve problems involving fractions.
- Measurement: time, durations. To understand 12- and 24-hour times. To write the time in 5-minute intervals.
- Addition and subtraction to 1000: addition and subtraction involving three-digit numbers.
- Data Handling: Carroll and Venn Diagrams. To make predictions, collect data, graph data and interpret results.

• To complete the Maths Challenge.

Helping Plants Grow Well:

- Parts of a plant and their functions
- Grouping plants
- Identify and label reproductive parts of a flower
- Planning a fair test
- Exploring factors that can affect the growth of a plant
- How water is transported in plants
- Uses of the different parts of plants
- Trip to Kew Gardens

Light & Shadows:

- Parts of the human eye
- Exploring how shadows are formed
- Investigating shadows made by transparent, translucent and opaque objects

- Position of shadows during the day
- Length of shadows at different times of the day
- Shadow clocks (sundials)

Visit to Whipsnade Zoo.

HISTORY

- Ancient Egypt, Cairo & the importance of the River Nile.
- Farming in Ancient Egypt.
- How and why The Pyramids were built.
- The Pharaohs
- To understand how and why Egyptian mummies exist.
- Tombs & Tutankhamun
- The Importance of gods and goddesses in Ancient Egypt.
- To explore how and why Ancient Egyptians used Hieroglyphics.

• Everyday Life in Ancient Egypt

GEOGRAPHY

- Recap continents and oceans
- Recap the water cycle and weather around the world
- Map work

- Locate Pinner
- Settlements
- Local Features human and physical
- Local Area Map Investigation Work
- Amenities in Pinner

FRENCH

- Fruits:
 - Recognise and recall 10 fruit nouns with the correct articles/determiners.
 - Change singular nouns into the plural form.
 - Use the structure 'j'aime' (I like) with the fruit nouns.
 - Use the negative structure 'je n'aime pas' (I do not like) with the fruit nouns.

• <u>Ice cream:</u>

- o Learn 10 ice-cream flavours.
- Apply knowledge of different ice-cream flavours to the structure 'I would like' + conjunction 'and'.
- Specify whether they would like their ice-cream in a cone or a small pot.

- Specify how many scoops they would like as well as some transactional vocabulary to take part in a role-play.
- Phonics 1 phonemes: CH-OU-ON-OI.

RE

- Gideon
- Sampson
- David & Goliath
- The Passover
- Kosher Food
- Bar/Bat Mitzvah
- Hanukkah
- The Synagogue

PE

- Striking and fielding skills (including aiming at targets, learning to catch, striking balls of different sizes using different parts of body and a variety of objects)
- Learn to judge line and length and develop hand-eye coordination.
- Work on net and wall games, developing the accuracy of throwing and catching skills.
- Choose and use a range of simple tactics and strategies.
- Consolidate and develop the range and consistency of their skills in net games.
- Learn to keep, adapt and make rules for net games.

GAMES

- Explore running, jumping and throwing activities and take part in simple challenges and competitions.
- Experiment with different ways of travelling, throwing and jumping, increasing awareness of speed and distance.
- Gain an understanding of various athletics events e.g. long jump, high jump, throwing and running various distances
- Focus on developing the accuracy and consistency of underarm throwing and catching skills and learn how to improve batting skills
- Identify areas in performances that require improvement and suggest how they could do this
- Develop an understanding of the rules for playing Rounders, Cricket and the various events in Athletics
- They have increased opportunities to take part in Inter House or competitive fixtures.

MUSIC

- Note values
- Names of notes
- Elements of music

- Simple composition using smartboard
- Speech Day songs
- Music technology

DRAMA

- Development of the understanding between voice and emotion through discussions of feelings and using facial expressions and body language
- Children read and perform a selection of narrative poetry
- Preparation is made for Speech Day with the emphasis on a polished performance

ART & DESIGN TECHNOLOGY

- Artist of the term Matisse, own research
- Still life study of a musical instrument
- Looking at ancient artwork Egyptian
- Designing and making a musical instrument in the shape of a Canopic jar
- The Study of a modern artist's work Henri Matisse
- Common drawing task life study
- Activity week associated artwork

<u>PSHE</u>

Safety on the internet

- Permission to go online and staying safe (Personal wellbeing)
- Discuss the internet's positive and negative aspects.

Spiritual and moral (Mental health and wellbeing)

• To recognise that bullying is unacceptable and how to develop skills to empathise with the victim and valuing differences.

• Solving problems and dilemmas

- Reflection and meditation Learning to relax and be aware of one's feelings and surroundings

Making choices (Fundamental British Values)

- Right from wrong
- Consideration of the choices we might have to make as we get older

- A realisation and understanding that life is not always fair and that we must make the best of what we have
- Making the right choices, to understand the consequences of our actions

Living in the wider world

- To become more aware of other people in the world and how they might live and work
- What does it mean to live in the wider community?

Public institutions

• Getting to know about the Monarchy and Parliament

Finance

• What happens to the money we spend; what do we spend our money on?

Water safety

• To become aware of the dangers of playing near water.

REASONING

To learn and practise skills and techniques relating to the following objectives -

- To find positions of letters in the alphabet.
- To identify a letter in a word based on clues
- To form new words.
- To find three-letter words spanning over two words.
- To find three-letter words hidden inside other words using clues.
- To form compound words.
- To solve anagrams using clues.
- To change one word to another word by changing one letter at a time.
- To identify antonyms and synonyms.
- To think critically and laterally.

<u>ICT</u>

- To review internet safety.
- For children to be able to create a grid utilising Publisher.
- To utilise features of Publisher to create equal columns and accurate text.

- To insert relevant information into a grid.
- To recognise how sorting data can make it easier to understand.
- Creating a simple spreadsheet/grid for animals and plants.
- To be able to sort instruments.
- Designing a cover with all families represented.
- Knowledge and understanding of the School Network and the new saving procedure.
- Project Carnival of the Animals.

- Listening to musical extracts and identifying animals.
- Researching animals and utilising word to note key facts.
- Use of search engines to source images of animals and downloading them into documents.