English

Reading

To develop positive attitudes to reading, and an understanding of what is read.

To check that the text makes sense to them, discussing understanding, and explaining the meaning of words in context.

To ask questions to improve their understanding of a

To draw inferences such as inferring characters' feelings, thoughts and motives from their actions, and justifying inferences with evidence.

To predict what might happen from details stated and implied.

Number

To recall and use multiplication and division facts

To write and calculate mathematical statements

multiplication tables they know, including for two-

To solve problems involving multiplication and

To count up and down in tenths: recognize that

tenths arise from dividing an object into 10 equal

parts and dividing one-digit numbers of quantities

To recognize and use fractions as numbers: unit

To recognise, find and write fractions of a discrete

set of objects: unit fractions and non-unit fractions

fractions and non-unit fractions with small

for the 3, 4 and 8 multiplication tables.

for multiplication and division using the

digit numbers time one-digit numbers.

division.

bv 10.

denominators.

with small denominators.

Writing

To correct misspelt words.

Mathematics

To compose and rehearse sentences orally.

To know the language and organisational features of information texts and explanations in order to write

To know the features of adventure stories in order

To know the features of traditional tales, in order to write an alternative version of one.

To create settings, characters and plots in narratives. To write from memory simple sentences dictated by the teacher.

Measurement

To recognise and write some forms of poetry.

To add and subtract amounts of money to give

change, using both £ and p in practical contexts.

To measure, compare, add and subtract: lengths

(m/cm/mm); mass (kg/g); volume/capacity (l/ml).

To measure the perimeter of simple 2D shapes.

Speaking & Listening

To take sustained turns at speaking and develop feelings and ideas through group

To speak in front of the class and organise their talk to interest those listening.

Statistics

To interpret and present

To solve one-step and two-

step questions [for example,

'How many more?' and 'How

data using bar charts,

pictogram and tables.

many fewer?'] using

scaled bar charts and

pictograms and tables.

information presented in

Class Fider **Spring Term An Island Nation**



History

To know about key points in British history. To understand how ships and seafaring have changed over time.

To use a variety of sources as evidence and draw conclusions about life in the past.

Art and Design

To use sketchbooks to record visual information.

To use papier mache to create a simple 3D

To construct a simple base for extending

To adapt and improve work.

To sketch to create texture.

object.

and joining other shapes.

Music

This half term we will be studying some music about the sea, including orchestral works and folk song, to fit in with our topic of An Island Nation. We will be composing some music inspired by the sea using small instruments that could be taken on a voyage and learning our songs for the Easter celebration. We will also be learning about and listening to music by our three Composers of the Month: Brahms, Stravinsky and Haydn.

Science

To be able to compare and group together different kinds of rocks on the basis of their appearance and simple physical properties. To be able to recognise that soils are made from rocks and organic matter.

Personal, Social and Health

To explore what it means to belong to a

Geography

To name and locate the world's seven continents and five oceans.

To name and locate countries and counties of the UK. To locate Northern/Southern Hemispheres, Tropics of Cancer and Capricorn

To use fieldwork to observe and measure human and physical features in the local area.

To compare a region of the UK with a region in Europe. To describe and understand volcanoes and earthquakes.

To use 8 points of a compass and 2 figure grid references.

To use maps, atlases, globes and digital/computer mapping.

Design and Technology

To generate, develop and explain idea for products to meet needs.

To select appropriate tools and techniques. To measure, mark, cut out and shape a range of materials.

To join and combine components.

To reflect on progress and how to improve.

French

To continue to gain confidence in manipulating numbers.

To learn some common adjectives.

To revise how to make some simple feminine agreements.

To learn the names for some sports.

To learn the names of some food and drinks associated with healthy and unhealthy lifestyles.

To revise the days of the week.

To learn to say what activities they do on particular

Education

community.

Physical Education

To use creativity and rhythm to create dance sequences in response to music.

To practise throwing and catching skill.

To control a ball using a stick.

To take part in team games.

Religious Education

To understand the term 'rite of passage'. To know about important rites of passage, and how they are celebrated in Christianity.

To describe how religious rules for Jews (and Christians) are found in the Ten Commandments. To know that the Torah is the holy text for Jewish people.

To retell stories about Moses.

Computing

To learn how to be safe and responsible online.

To record instructions to control simple avatars using online programming games.

To create story boards including recording and editing audio and video files.