



<p>ENGLISH Using a range of fiction (classic and modern fiction, myths, traditional stories, stories from different cultures and periods of time) poetry and non-fiction texts and other stimulus, pupils learn to be confident listeners, speakers, readers, and writers.</p> <p>Reading:</p> <ul style="list-style-type: none"> Apply a growing knowledge of root word, prefixes and suffixes for meaning. Use knowledge to be able to read further 'exception' words. Read a range of fiction & non-fiction - ask questions to improve understanding and retrieve and record information from non-fiction texts. Begin to recognise how a text is organized. Use dictionaries to check meaning Prepare poems and plays to perform. Check own understanding of meaning. Draw inferences and make predictions from details stated and implied. Discuss reading with others. <p>Writing:</p> <ul style="list-style-type: none"> Use prefixes & suffixes in spelling. To correctly use and identify homophones. To use the possessive apostrophe accurately. Use a dictionary to confirm spelling. Write simple dictated sentences. Use handwriting joins appropriately. Plan to write based on familiar structures. Rehearse sentences orally for writing. Use a rich vocabulary. Use a mixture of simple, compound and complex sentences. Create simple settings, characters and plots. Assess effectiveness of own and others' writing. Make changes to the grammar choices to improve their own writing. Read aloud their writing to an audience and for a purpose <p>Grammar</p> <ul style="list-style-type: none"> Use a range of conjunctions. Use a range of nouns & pronouns. Use present perfect form. Simple adverbs. Use time conjunctions. Direct speech (inverted commas), punctuated correctly. Identify main and subordinate clauses in a range of sentences. To use prepositions <p>Speaking & Listening Give structured descriptions Participate actively in a conversation. Consider & evaluate different viewpoints.</p>		<p>MUSIC</p> <ul style="list-style-type: none"> Use of voice & instruments with increasing accuracy, control and expression. Improvise music and compose music for a range of purposes. Listen with attention and detail. Use and understand some simple musical notation. Appreciate a wide range of live and recorded music. 	<p>Religious Education</p> <ul style="list-style-type: none"> Following the core learning syllabus. Understanding Christianity: Gospel. People of God. Kingdom Of God. Creation/Fall. Core beliefs of Islam and Humanism. 		
<p>PSHCE</p> <p>Our school curriculum and ethos prepares our young people positively for life in modern Britain.</p>	<p>SCIENCE</p> <p>Biology</p> <ul style="list-style-type: none"> Living things and their habitats. Children will learn to recognise that living things can be grouped in a variety of ways and learning to explore and use classification keys to help group, identify and name a variety of living things in their local and wider environment Begin to recognise that environments can change and that this can sometimes pose dangers to living things. Constructing and interpreting a variety of food chains. Describing the simple functions of the basic parts of the digestive system in humans and identifying the different types of teeth in humans and their simple functions <p>Chemistry</p> <ul style="list-style-type: none"> Comparing and grouping materials together, according to whether they are solids, liquids or gases Observing that some materials change state when they are heated or cooled, and measuring or researching the temperature at which this happens in degrees Celsius (°C) and identifying the part played by evaporation and condensation in the water cycle. <p>Physics</p> <ul style="list-style-type: none"> Identifying how sounds are made, associating some of them with something vibrating Recognising that vibrations from sounds travel through a medium to the ear and finding patterns between the pitch of a sound and features of the object that produced it Finding patterns between the volume of a sound and the strength of the vibrations that produced it and recognising that sounds get fainter as the distance from the sound source increases. Identify common appliances that run on electricity and constructing a simple series electrical circuit, identifying and naming its basic parts, including cells, wires, bulbs, switches and buzzers Identifying whether or not a lamp will light in a simple series circuit, with battery and switch. Recognising some common conductors and insulators, and associating metals with being good conductors. 	<p>Geography</p> <ul style="list-style-type: none"> Locate countries in the world using maps, atlases and globes. Investigate the similarities and differences of physical & human features between countries. Study a region of the UK (not local area). Describe & understand climate, rivers, mountains and settlements. Locate & name countries and main cities of the UK using atlases and maps. Regions of the UK. Topographical features (rivers, mountains, etc) UK land use and changes over time. Locate and name world countries and capital cities using maps and atlases. Look at geographical similarities/differences. Identify the position and significance of latitude, longitude, Equator, Northern Hemisphere, Southern Hemisphere, the tropics of Cancer & Capricorn and th effect this has on climate. To use and understand the eight points of a compass and geographical tools such as grid reference. Describe & understand the geographical similarities and differences of a region in South America (Brazil). Use fieldwork to observe, measure and record human and physical features (maps, plans and graphs). 	<p>History</p> <ul style="list-style-type: none"> The Tudor reign and its influence in History. The Ancient Egyptians and it's place in human History. The Stone Age and its place in the History of Humans. To use evidence from a range of sources to ask questions and find answers to questions about the past. To understand chronology by placing artefacts and events on a time line. Communicate historical evidence about the past. 		
<p>MATHEMATICS</p> <p>Numbers and calculations</p> <ul style="list-style-type: none"> count in multiples of 6, 7, 9, 25 and 100 find 1000 more or less than a given number count backwards through zero to include negative numbers recognise the place value of each digit in a four-digit number (thousands, hundreds, tens, and ones) and order and compare numbers beyond 1000 identify, represent and estimate numbers round any number to the nearest 10, 100 or 1000 solve number and practical problems read Roman numerals to 100 (I to C) add and subtract numbers with up to 4 digits using the formal written methods of column addition and subtraction estimate and use inverse operations to check answers to a calculation solve addition and subtraction two-step problems in contexts. recall multiplication and division facts for multiplication tables up to 12 x 12 use place value, known and derived facts to multiply and divide mentally by 1 and 0 recognise and use factor pairs and commutativity in mental calculations multiply two-digit and three-digit numbers by a one-digit number using formal written layout Solve long and short multiplication using appropriate methods. 		<p>Geometry and Measures</p> <ul style="list-style-type: none"> Convert between different units of measure [for example, kilometre to metre; hour to minute] measure and calculate perimeter find the area of shapes by counting squares estimate, compare and calculate different measures, including money in pounds and pence read, write and convert time between analogue and digital 12- and 24-hour clocks solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days. compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties identify acute and obtuse angles and compare and order angles up to two right angles by size identify lines of symmetry in 2-D shapes presented in different orientations complete a simple symmetric figure with respect to a specific line of symmetry. describe positions on a 2-D grid as coordinates in the first quadrant describe movements between positions as translations of a given unit to the left/right and up/down plot specified points and draw sides to complete a given polygon. 	<p>Data</p> <ul style="list-style-type: none"> interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs. solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs. <p>Fractions, decimals & percentages</p> <ul style="list-style-type: none"> recognise and show families of common equivalent fractions count up and down in hundredths; recognise that hundredths arise when dividing an object by one hundred and dividing tenths by ten. solve problems involving increasingly harder fractions to calculate quantities, and fractions to divide quantities add and subtract fractions with the same denominator recognise and write decimal equivalents of any number of tenths or hundredths find the effect of dividing a one- or two-digit number by 10 and 100. round decimals with one decimal place to the nearest whole number compare numbers with the same number of decimal places up to two decimal places solve simple measure and money problems involving fractions and decimals to two decimal places. 	<p>Modern Foreign Languages - FRENCH</p> <ul style="list-style-type: none"> Develop their ability to speak with correct pronunciation, write, read and listen in another language. Explore patterns and sounds of language through songs and rhymes. Engage in conversations by asking and answering questions. Speak in simple sentences. Understand simple words and phrases when listening and reading. Appreciate stories, songs, poems and rhymes. Broaden their vocabulary e.g. greetings, number, colours and animals, and learn to use a French dictionary. Develop an awareness of other cultures and languages. 	<p>Computing</p> <ul style="list-style-type: none"> Design, write and debug simple programs using sequence and repetition. Understand computer networks including the internet and the opportunities they offer for communication. Use search technologies effectively. To select software to complete a given task and use technology for a range of given purposes. Use technology safely, respectfully and responsibly and recognise acceptable/unacceptable behaviour. Identify a range of ways to report concerns about content and contact.
		<p>Art</p> <ul style="list-style-type: none"> Use sketchbooks to collect record and evaluate ideas. Improve mastery of techniques such as drawing, painting and sculpture with varied materials. Learn about great artists, architects & designers. 	<p>Design & Technology</p> <ul style="list-style-type: none"> Use research & criteria to develop products which are fit for purpose. Use annotated sketches and prototypes to explain ideas. Evaluate existing products and improve own work. To evaluate their own work against a given set of success criteria. Select a material/component based on its suitability, properties and aesthetics. Use mechanical systems in own work. Understand seasonality; prepare & cook a range of dishes. Understand how events and individuals have helped shape the world. 		
		<p>PE</p> <ul style="list-style-type: none"> Use running, jumping, catching and throwing with control and accuracy, in isolation and in a team/group. Play competitive games and to follow the rules to play fairly. Develop flexibility & control in gym, dance and athletics. Compare to achieve personal bests. Swimming proficiency of at least 25m coordinating leg and arm movements by end of KS2. Understand how to lead an active healthy lifestyle. 			