

English Poetry

1. To amuse, entertain, reflect or tell a story.
2. Verses, Rhyme, Rhythm, rich vocabulary, sound effects, mood and imagery
3. Use similes, metaphors and adverbials
4. Make the appropriate choice of pronoun or noun within and across sentences to aid cohesion and avoid repetition Use standard
5. English forms for verb inflections instead of local spoken forms
6. Use the suffix -shun in all its spellings

Oh no he
isn't...
(Art/DT)

R.E:

Sacraments.

- 1) Understand the story of Moses and the Burning Bush
- 2) Explore the meaning of the word 'vocation'
- 3) To consider the jobs/ways of life that might be vocations.
- 4) To explore the reasons why David was chosen

PSHE

Getting on and falling out
and Thrive programme

Maths: Multiplication and Division

1. Recall multiplication and division facts for multiplication tables up to 12×12
2. Multiplying by 0 and 1; dividing by 1; multiplying together 3 numbers
3. Recognise and use factor pairs and commutativity in mental calculations
4. Multiply two-digit and three-digit numbers by a one-digit number using formal written layout
5. Solve problems involving multiplying and adding, including using the distributive law to multiply two digit numbers by 1 digit, integer scaling problems and harder correspondence problems such as n objects are connected to m objects
6. Recognise and show, using diagrams, families of common equivalent fractions
7. Count up and down in hundredths; recognise that hundredths arise when dividing an object by a 100 and dividing tenths by 10.

Science – Sound

1. Identify how sounds are made, associating some of them with something vibrating
2. Recognise that vibrations from sounds travel through a medium to the ear
3. Find patterns between the pitch of a sound and features of the object that produced it
4. Find patterns between the volume of a sound and the strength of the vibrations that produced it.
5. Recognise that sounds get fainter as the distance from the sound source increases

Physical Education: Gymnastics

1. Develop flexibility, strength, technique, control and balance
2. Compare their performances with previous ones and demonstrate improvement to achieve their personal best

Art and Design Technology: Scenery and costumes

1. Choose paints and implements appropriately.
2. Plan and create different effects and textures with paint according to what they need for the task.
3. Show increasing independence and creativity with the painting process.
4. Use a variety of techniques with textiles
5. How to thread a needle, cut, glue and trim material.
6. Measure, tape or pin, cut and join fabric with some accuracy
7. Sew using a range of different stitches

Music: Whole class Brass lessons finish 4.12.19

1. Play and perform in solo and ensemble contexts, using their voices and playing musical instruments with increasing accuracy, fluency, control and expression
2. Improvise and compose music for a range of purposes using the interrelated dimensions of music
3. Listen with attention to detail and recall sounds with increasing aural memory
4. Use and understand staff and other musical notations

Computing

Word

Edit and Redraft, Insert table, Header and footer for titles and page numbers, Alter margins, Insert shapes

Coding

Design, write and debug programs that accomplish specific goals, use sequence, selection, and repetition in programs; work with variables and various forms of input and output
Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs