

## MUSIC

- What patterns can we find in music?
- What is 'aa time signature'?

## FRENCH

- Recognise, recall and spell up to 10 instruments in French with their definite article/determiner.
- Understand articles/determiners better.
- Learn to say and write 'I play' + an instrument.

## P.E.

- Gymnastics: How can we adapt a sequence?
- Netball: What skills/knowledge do we need to play a basic game of netball?

## RE – Christianity

- What is Trinity?

## PSHE – Relationships

- Safe relationships
- Respecting ourselves and others

## MATHS

### Place Value

- Read and write numbers up to 1000 in numerals and in words.
- Identify, represent and estimate numbers using different representations.
- Find 10 or 100 more or less than a given number.
- Find 1000 more or less than a given number.
- Recognise the place value of each digit in a 3-digit number.
- Recognise the place value of each digit in a 4-digit number.
- Order and compare numbers to 1000.
- Order and compare numbers beyond 1000.
- Count from 0 in multiples of 50 and 100
- Count in multiples of 25 and 1000 Solve number problems and practical problems involving these ideas.
- Solve number and practical problems that involve all of the above and with increasingly large positive numbers.
- Count backwards through zero to include negative numbers.
- Round any number to the nearest 10, 100 or 1000.
- Round decimals with one decimal place to the nearest whole number.
- Read Roman numerals to 100 (I to C) and know that over time, the numeral system changed to include the concept of zero and place value.

### Number – Addition and Subtraction

- Add and subtract numbers mentally, including: a three-digit number and ones; a three-digit number and tens; a three-digit number and hundreds.

## ART

- Use their sketchbook to collect and record visual information from different sources focusing on Georgia O'Keefe.
- Use research to inspire drawings from memory and imagination.
- Use different media to achieve variations in line, texture, tone, colour, shape and pattern.
- Experiment with different grades of pencil and other implements.
- Explore relationships between line and tone, pattern and shape, line and texture.
- Reflect on work and evaluate finished pieces, sharing with peers.

## Always Dare to Dream



Term 1 - Year 3 and 4

## SCIENCE – States of Matter

- Compare and group materials together, according to whether they are solids, liquids or gases.
- Observe that some materials change state when they are heated or cooled, and measure or research the temperature at which this happens in degrees Celsius (°C).
- Identify the part played by evaporation and condensation in the water cycle and associate the rate of evaporation with temperature.

## GEOGRAPHY

- Explain what a mountain is and locate the world's 'Seven Summits' on a map
- Name the key features of mountains
- Describe how mountains are formed
- Describe what the climate of mountains is like and explore mountain life
- Analyse whether mountains are suitable places for people to live
- Name and locate the UK's highest mountains
- Know the importance of the Himalayas for people living in the region

## ENGLISH

- Usually read a range of appropriate texts with fluency and accuracy.
- Use knowledge of text structure to locate information.
- Explore some straightforward underlying themes and ideas.
- Talk about the author's choice of language and its effect on the reader in a range of texts.
- Talk about the effects of different words and phrases to create different images and atmosphere.
- Infer meaning, using evidence from the text and wider experiences.
- Predict what might happen by quoting directly from the text.
- Write capital letters and digits of the correct size, orientation and relationship to one another and to lower case letters.
- Use spacing between words that reflects the size of the letters.
- Talk about a genre of writing identifying its structure, vocabulary and grammar.
- Compose and rehearse sentences orally improving them through a range of varied and rich vocabulary and range of sentence structures.
- Create settings, characters and plot in narrative writing.
- Write in a variety of genre.
- Begin to use a variety of conjunctions, adverbs and prepositions to express time and cause.
- Use capital letters and full stops to demarcate a sentence.
- Perform drama with understanding of tone, intonation, volume and action.
- Add suffixes beginning with vowel letters to words of more than one syllable.
- Apply rules when using an apostrophe for possession.
- Use strategies to help us learn to spell exception words and homophones.

## WWO: Trust

- Knowing and using names.
- Eye contact.

## COMPUTING – Connecting Computers

- Suggest differences between using digital devices and non-digital tools.
- Explain the role of a switch, server, and wireless access point in a network.
- Suggest differences between using digital devices and non-digital tools.