

MUSIC

- To understand how music is grouped together into different styles, and that it is based on general characteristics and therefore there is not always right and wrong
- To experiment with mixing different musical styles

French - En Classe

- Remember and recall 12 classroom objects with their indefinite article/determiner.
- Replace an indefinite article/determiner with a possessive adjective.
- Say and write what they have and do not have in their pencil case.

MATHS

Fractions and Decimals

- Count up and down in tenths; recognise that tenths arise from dividing an object into 10 equal parts and in dividing one-digit numbers or quantities by 10 Count up and down in hundredths; recognise that hundredths arise when dividing an object by one hundred and dividing tenths by ten.
- Recognise and write decimal equivalents of any number of tenths or hundredths. (Y4)
- Round decimals with one decimal place to the nearest whole number. (Y4)
- Compare numbers with the same number of decimal places up to two decimal places. (Y4)

Measurement - Money:

- Add and subtract amounts of money to give change using both £ and p in practical contexts.
- Estimate, compare and calculate different measures, including money in pounds and pence.
- Solve simple measure and money problems involving fractions and decimals to two decimal places.

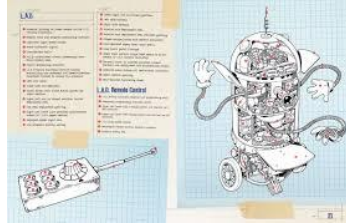
Measurement - Time:

- Tell and write the time from an analogue clock, including using Roman numerals and 12/24-hour clocks.
- Read, write & convert time between analogue and digital 12/ 24-hour clocks.
- Estimate and read time with increasing accuracy to the nearest minute.
- Record and compare time in terms of seconds, minutes and hours.
- Convert between different units of measure e.g. hour to minute.
- Know the number of seconds in a minute and the number of days in each month, year and leap year.
- Solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days.

Design Technology

- Generate, develop, model and communicate their ideas through discussion, annotated, sketches, prototypes, pattern pieces and computer-aided design.
- Select from and use a wider range of materials and components, including construction and materials, according to their functional properties and aesthetic qualities.
- Understand how key events and individuals in design and technology have helped shape the world.
- Understand and use electrical systems in their products.

Cracking Contraptions



Term 5 Year 3 & 4

SCIENCE - Electricity

- Identify common appliances that run on electricity.
- Construct a simple series electrical circuit, identifying and naming its basic parts, including cells, wires, bulbs, switches and buzzers.
- Identify whether or not a lamp will light in a simple series circuit, based on whether or not the lamp is part of a complete loop with a battery.
- Recognise that a switch opens and closes a circuit and associate this with whether or not a lamp lights in a simple series circuit
- Recognise some common conductors and insulators, and

Geography

- Understand geographical similarities and differences through the study of human and physical geography of a region of the United Kingdom
- Use fieldwork to observe, measure, record and present the human and physical features in the local area using a range of methods

P.E.

Rounders

What skills do we need to be successful in competitive play and how should we apply them?

Outdoor Adventurous Activities

What skills/knowledge do we need to problem solve both individually and as a group?

ENGLISH

- Read and identify texts that are structured in different ways and reading for a range of purposes.
- Locate information quickly and effectively from a range of sources by using techniques such as text marking.
- Identify language features of explanatory texts.
- Adapt our language to the audience and purpose, ensuring our ideas are in a clear and logical sequence.
- Summarise and explain the main points in a text, referring back to the text to support this.
- Know and use some features of the chosen genre; use vocabulary to create mood and atmosphere.
- Consider alternative viewpoints. Discuss and record our ideas.
- Use conjunctions, adverbs and prepositions to express time and cause.
- Spell further homophones.
- Locate and spell words which are often misspelt in our own and other's writing.

WWO: Problem-Solving

- Decision making
- Building on ideas.

Life Skills

- Recognition of different lifestyles and choices and the impact on people's health.
- Understand the importance of a balanced diet and physical exercise. Understanding of feelings and how to express these,
- Recognise their personal identity; strengths, interests and achievements.

COMPUTING

- Explore a new programming environment.
- Identify that commands have an outcome.
- Recognise that a sequence of commands can have an order.
- Create a project from a task description