

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

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 associate metals with being good conductors.

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.

Compose and rehearse sentences orally, improving them through a range of varied and rich vocabulary and range of sentence structures.

Put forward our opinions and support with evidence.

Consider alternative viewpoints.

Discuss and record our ideas.

Explore the potential meaning of ambitious vocabulary read in context, morphology-form and structure of the word.

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