## **English**

#### Reading

- Use word knowledge, root words suffixes and prefixes, as well as phonic knowledge to help work out unfamiliar words.
- Read a wide range of books with different structures and for different purposes.
- Recognise different forms of poetry.
- Ask questions to help them understand a
- Summarise information from both fiction and non fiction texts.
- Predict based on evidence and inference.
- Discuss books, listening to and contributing to group discussion.

- Read, write (in numerals and words), compare

- Add and subtract using column addition (HTU)

- Begin to use written methods for ÷ and x when

- Solve problems using all four operations.

- Use estimation and inverse operations to

Number/Calculation

- Count in steps of 4, 8, 50

or less than a number.

and 100. Find 10 or 100 more

- Know 3, 4 and 8 times tables

- Use place value (H/T/U)

and order numbers to 1000.

check and predict answers.

mental methods are secure.

Science

- Writing
- Join handwriting using appropriate spacing and clear ascenders and descenders.
- Plan writing by innovating from known
- Discuss, draft, proof read and evaluate own writing, making improvements.
- Use paragraphs and simple organisational devices to structure ideas when writing in both narrative and non narrative forms of
- Use a range of prefixes and suffixes to spell
- Use a dictionary to confirm spellings.
- Write dictated sentences correctly.

- Use a wider range of conjunctions.
- Use a range of punctuation including commas, apostrophes for possession and speech marks for direct speech.
- Speaking and listening
- Participate in discussions, presentations, performances, role play.
- Speak audibly and clearly in a range of situa-
- Maintain attention and participate In collabconversations.

### Maths

#### - Fractions

- Count up and down in tenths, recognising that Geometry tenths are 10 equal parts of a whole or quantity
- Recognise and find fractions of quantities .
- Recognise and show equivalent fractions with small denominators.
- Add and subtract fractions with the same denominator (within a whole)

#### Measurement

- Add, subtract, measure and compare lengths (m/cm/mm), mass (g/kg), volume and capacity
- Measure perimeter of simple 2D shapes.
- Compare, tell and write the time from an analogue clock including Roman Numerals, and 12

### and 24 hour clocks.

- Draw 2D and make 3D shapes using modelling materials.
- Recognise angles as a property of a shape or a description as a turn.
- Identify right angles, and recognise how they combine to make a full turn.
- Identify horizontal and vertical lines and pairs of perpendicular and parallel lines.

### Statistics

- Interpret and present data in bar char ctograms ar tables.

# History

#### Working Scientifically

- Ask relevant scientific question and use a range of methods to an swer them
- Systematically observe and take accurate measurements.. Then report findings in different ways, saying what they have found out.

 Identify and describe the functions of parts of flowers and flowering plants though their life cycle.

### Animals including humans

The purpose of skeletons and their muscles..

### Rocks

- Compare and group rocks based on their properties.
- Describe how fossils and soils were formed.

### Light

- The role light plays in our ability to see and that light can be reflected.
- How shadows are formed and find patterns in the way they change.

#### Forces and magnets

- Compare how objects move on different surfaces as a result of force es (including magnetic forces)
- Group materials based on their magnetic attraction and make predictions based on polarity.

### Changes in Britain from the Stone age to the Iron age

- The Viking and Anglo-Saxon struggle for the Kingdom of England to the time of Edward the Confessor.
- Be secure in the chronology of the periods studied so far.
  - Begin to notice similarities and differences between periods studied.
- Local as well as National Historical events.

## Art and Design

- Create sketch books to record their observations and use them to revisit and review ideas.
- Improve their techniques in painting, drawing and sculpture with a range of materials e.g pencil, charcoal, paint and clay.
- About great artists, architects and designers in history.

# **Design and Technology**

- Use research and design criteria to help them design products which are fit for purpose.
- Share their designs in a range of forms.
- Select from a wider range of materials and components based on their features and qualities.
  - Apply knowledge of how to strengthen, stiffen and reinforce materials.
- Understand and apply the principles of a healthy diet.

# Computing

- To use search technologies effectively, and begin to understand how results are selected and ranked, evaluating their results.
  - Understand computer networks including the internet and the opportunities they present.
- Use logical reasoning to write simple programs and debug them.
- Know how to stay safe online.

# Geography

- locate the world's countrie using maps to focus on North America. concentrating on it's environmental regions, key physical and human characteristics, countries, and major cities
- Identify the position and significance of latitude, longitude, equator, Northern and Southern Hemispheres, Tropics of Cancer and Capricorn, Arctic and Antarctic Circles.
- Start to use 8 compass points and grid references to locate points in the UK and the wider world.

# Languages

- and the ability to un-Broaden vocabulary derstand new words that are introduced.
- Listen attentively and show understanding by joining in.
- Explore the patterns and sounds of language through songs and rhymes.

## Music

- Play and perform in solo and ensemble contexts, using their voices and musical instruments with increasing accuracy, fluency, control and expression.
- Appreciate and understand a wide range of high quality live and recorded music drawn from different traditions and from great composers and musicians.
- Listen with attention to detail and increasing recall.

# PE

- Use running, jumping, isolation and combination
- Play competitive games and start to use basic principles of attack and defence

nrowing and catching in

- Develop flexibility, strength, technique, control, and balance (eq in Athletics or Gymnastics)
- Perform dances using a range of movement patterns.
- Compare performances over time and demonstrate improvement.

Following Locally agreed syllabus