



English

Writing to Entertain

To write a change tale.

- To use adverbs of time to sequence events.
- To make effective language choices.
- To use comparable adjectives.
- To use expanded noun phrases to describe.

Phonics & Spelling

- The 'w' special - To spell /or/ as 'ar' after a 'w'.
- The 'w' special - To spell /er/ as 'or' after a 'w'.
- To spell /l/ sound 'le' or 'el' at the end of words.
- To add suffixes (-ing, -ed, -er, -est) to one syllable words (double the last consonant then add the suffix).
- To revise the sound /aw/, /or/, /au/, /oor/, /al/.

Grammar & Punctuation

- To recognise and write sentences with different forms: statement, question, exclamation, command.
- To use the possessive apostrophe correctly (Singular nouns).
- To use co-ordination (using or, and, or but) and subordination (using when, if, that, or because) to join or extend sentences.
- To use the full range of punctuation taught correctly including full stops, capital letters, exclamation marks, question marks, commas for lists and apostrophes for contracted forms and the possessive (singular).

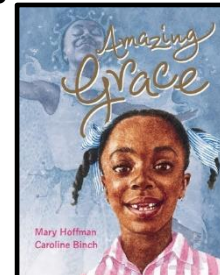
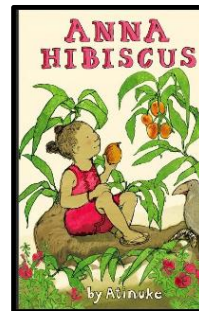
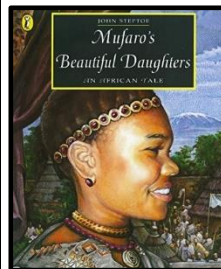
Handwriting

- To form lower-case letters of the correct size relative to one another.

Contrasting Locality: Zambia Mugurameno Village



Class Books



We will be reading a selection of books from the 'Difference and Diversity' collection.

Maths

Fractions

- To explore making and recognising equal and unequal parts.
- To understand that halving is splitting a whole into two and find a half of a set of objects or quantity.
- To understand when splitting the whole into 4 equal parts that each part is one quarter and find quarters of shapes, objects and quantities.
- To understand that one third is equal to one part out of three equal parts, write one third as a fraction explaining what each of the digits represents and find a third of a quantity.
- To understand the concept of unit and non-unit fractions.
- To explore the equivalence of two quarters and one half of the same whole and understand that they are the same.
- To use their understanding of quarters to find three quarters of a quantity.
- To use their knowledge of halves, thirds and quarters to count in fractions from any number up to 10.

Time

- To tell the time using o'clock, half past, quarter past and quarter to.
- To tell the time past and to the hour.
- To tell the time to 5 minute intervals both past and to the hour.
- To use and apply the fact that there are 60 minutes in an hour.
- To understand and explore that there are 24 hours in a day.

<p style="text-align: center;">Science Plants</p> <p>At the end of this unit, children will develop their knowledge of what plants need to stay healthy through observation, investigation and consideration of how plants have adapted to live in different environments around the world.</p> <p>Pupils will learn:</p> <ul style="list-style-type: none"> • To observe and describe how seeds and bulbs grow into mature plants. • To find out and describe how plants need water, light and a suitable temperature to grow and stay healthy. <p>Working Scientifically</p> <ul style="list-style-type: none"> • Can make predictions and perform simple tests. • Observe closely, using simple equipment. • Use observations to suggest answers to questions. 	<p style="text-align: center;">RE What do some Muslims believe?</p> <p>Pupils will learn that:</p> <ul style="list-style-type: none"> • Muslims believe in one God, Allah. • Muslims are people who follow the faith called Islam. • Allah is the Arabic name for God the Creator. • Allah has ninety-nine beautiful names that reflect aspects of his character. • Muhammad (pbuh) is a prophet and the last messenger of Allah in Islam. • The Qur'an is the special book for Muslims and is written in Arabic. It contains the holy words of Allah given to Muhammad (pbuh). <p>Pupils will be able to:</p> <ul style="list-style-type: none"> • Pupils should be able to share the basic beliefs of Islam and explain the place of Allah, Muhammed (pbuh) and the Qur'an in the lives of a Muslim child. • They may be able to share and explain the Shahadah. 	<p style="text-align: center;">Geography A Contrasting Locality: Zambia</p> <p>Pupils will learn:</p> <ul style="list-style-type: none"> • To sort and discuss Africa's key physical and human features. • To locate Zambia on a map of Africa. • To ask questions about an African village: The village of Mugurameno • To find out how people in Mugurameno use the river and compare with how we use rivers. • To learn about how people protect themselves and their homes from wild animals. • To find out about the food eaten by the people in Mugurameno and compare with the food we eat. • To find out about the homes in Mugurameno and compare with our homes. • To compare school life in Mugurameno with school life where we live.
<p style="text-align: center;">PSHE Me and Other People</p> <p>At the end of this unit, children will have a greater understanding and acceptance of social and cultural differences in British society.</p> <p>Pupils will learn:</p> <ul style="list-style-type: none"> • To understand and respect that boys and girls can be different. • To understand and respect the range of families in society today. • To understand and respect the range of families in society today. 	<p style="text-align: center;">Music Patterns with Pitch</p> <p>Pupils will learn:</p> <ul style="list-style-type: none"> • To use movement to respond to changes in pitch. • To use 'higher' or 'lower' to describe sounds. • To identify high-, mid- and low- pitched sounds. • To listen to and recall a sequence of sounds. • To use graphic notation to represent pitch. • To recognize and describe changes in pitch. • To play ascending and descending melodies on tuned percussion. 	<p style="text-align: center;">Computing Programming: Robot Algorithms</p> <p>Pupils will learn:</p> <ul style="list-style-type: none"> • To describe a series of instructions as a sequence. • To explain what happens when we change the order of instructions. • To use logical reasoning to predict the outcome of a program. • To explain that programming projects can have code and artwork. • To design an algorithm. • To create and debug a program that I have written.

Art
Be An Architect

Pupils will learn:

- To identify what architecture is and record it through drawing.
- To identify the role of an architect and articulate responses about their work.
- To manipulate materials to make your own architecture.
- To display the work made through the half term and reflect on the outcomes.

PE
Athletics

Pupils will learn:

- To develop the sprinting action.
- To develop jumping for distance.
- To develop technique when jumping for height.
- To develop throwing for distance.
- To develop throwing for accuracy.

PE
Sending & Receiving

Pupils will learn:

- To roll a ball towards a target.
- To track and receive a rolling ball.
- To send and receive a ball with your feet.
- To develop catching skills.
- To develop throwing and catching skills.
To send and receive a ball using a racket.