

### Speaking the Listening

Know and use informal and formal language in public speaking opportunities. Learn performance poetry. Debate and discuss topical issues.

### Reading

Read a broad range of genres. Discuss in detail the author's language choices and the impact on the reader. Support inferences with evidence from text.

### Writing -

Develop a legible joined handwriting style. Plan, draft and edit all different types of writing. Have the audience and purpose in mind when writing.

### Grammar -

Relative clauses using who, when, which, with and where. Modal verbs showing signs of possibility e.g. might, should, will, must. Linking ideas with adverbials of time, place, number. Use of the passive and active verbs. Understand subject, object of a sentence.

### Punctuation -

Know and use ellipsis, hyphen, colon, semi-colon, bullet points and brackets.

### Spelling

Learn words ending in "-able, -ible", "-ant, -ance, -ancy", "-ent. -ence, -ency"  
Learn words ending in "tious, -cious"  
Learn the "i" before "e" except after "c" rule  
Know all the silent letters in words e.g. knight, knife  
Know complicated homophones e.g. dessert, desert, bridle, bridal etc

### Geography -

Types of settlement and land use trade links, and the distribution of natural resources including energy, food, minerals and water.

South America, the water cycle, rivers, mountains, climate zones biomes and vegetation belts.

### Design and Technology - Cooking and Nutrition -

Understand and apply the principles of a healthy and varied diet. Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques. Understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed.

Understand and use electrical systems in their products, such as series circuits incorporating switches, bulbs, buzzers and motors. Understand and use mechanical systems in their products, such as gears, pulleys, cams, levers and linkages.

### Mathematics

Number/Calculation, Know numbers up to 10 000 000  
Know and use negative numbers  
Multiply and divide 4 digits by 2 digits using traditional methods  
Know factors, multiples and prime numbers  
Use the 4 rules in 2 and 3 step problems  
Use algebra in missing number problems, formula for area and perimeter

### Statistics

Understand data on pie charts and line graphs  
Calculate averages (mean)

### Fractions

Simplify fractions  
Add and subtract fractions with different denominators  
Multiply and divide simple fractions  
Know equivalent fractions, decimals and percentages e.g.  $\frac{1}{2}$  50% 0.5  
Calculate % of amounts e.g. 15% of £360  
Understand ratio and proportion in recipes, real life situations

### Measurement

Read, write and convert standard measures e.g. kilometres and miles, grams and ounces  
Calculate areas and perimeters of parallelograms and triangles  
Calculate volumes of cubes and cuboids

### Shapes

Draw 2D shapes and nets using mathematical equipment  
Name parts of the circle, diameter, circumference and radius  
Measure, draw and name all angles  
Draw and translate shapes on all 4 quadrants (co-ordinates)

### History -

Study an aspect or theme in British history that extends pupil's chronological knowledge beyond 1066. A significant turning point in British history.

A non-European society that provides contrasts with British history – one study chosen from early Islamic civilization, including a study of Baghdad c. AD 900; Mayan civilization c. AD 900; Benin (West Africa) c. AD 900-1300.

### R.E. -

We will study the inter-relationship between Christianity, Islam and Judaism to understand the similarities and differences between each religion in Today's society.

We will learn more about our seven Christian values through the teachings of the Bible.

### Computing -

Use logical reasoning to explain simple algorithms (recipes).

Design, write and debug programmes.

Apply their understanding of computing to programme, monitor and control their products. Use sequence, selection and repetition in programmes (data branching).

Apply their understanding of computing to programme, monitor and control their products

### Music -

Perform with control and expression in ensembles.

Improvise and compose musical pieces.

Use and understand simple musical notation.

Learn how to play the xylophone.

### Science -

Demonstrate that dissolving, mixing and changes of state are reversible changes. Understand reversible and irreversible changes. Understand that some materials will dissolve in liquid to form a solution, and describe how to recover a substance from a solution. Look at filtering, sieving and evaporating. Give reasons, based on evidence from comparative and fair tests, for the particular uses of everyday materials.

Visit to Newton's Birthplace – Light. Use the idea that light travels in straight lines to explain that objects are seen because they give out or reflect light into the eye.

Understand that force and motion can be transferred through mechanical devices such as gears, pulleys, levers and springs. Classify plants and animals.

Evolution and inheritance.

### Physical Activity -

Use skills, such as throwing and catching, during a range of competitive situations  
Understand, apply and analyse tactics of team games.

Develop a high level of flexibility, technique, control, balance and sequencing in gym and dance.

Compare and analyse individual performances to suggest improvements.

Take part in outdoor and adventure activities.

Swimming proficiency at 25m (end of ks2).

### Art -

Children will develop their techniques and use of materials, exploring creativity, experimentation and an increasing awareness of great artists.

Drawing – Still life.

Paint - colour system. Frida Kahlo Gauguin

Collage - Constable.

### French -

Speak in simple French and be understood.

Develop appropriate pronunciation.

Describe people, places and things.

Understand basic grammar for reading and writing.