

MATHEMATICS

Fractions: Add and subtract fractions and find the unit and non-unit fraction of a set of objects.

Money: Convert pounds and pence, add and subtract money and calculate change.

Time: Calculate different time intervals, tell the time to the nearest minute using digital and analogue clocks and use am and pm.

Shape: Measure, draw and compare angles, identify different types of lines, recognise, describe and draw 2D and 3D shapes.

Statistics: Interpret and draw pictograms and bar charts and collect and represent data.

Maths Investigations: problem solving activities linked to the weekly maths learning.

Class 3 Summer Term

RE

What do people of faith believe about God?

Explore how Muslims view Allah and how the words of Allah are represented in the Qu'ran. Compare similarities and differences with the Christian view of God.

What is philosophy and how do people make moral decisions?

Explore the difference between belief, knowledge and opinion and introduce the idea of a philosophical question.

ENGLISH

Explanations: recognise language and organisational features, plan, structure and write explanations.

Non-Chronological Reports: recognise language and organisational features, plan, structure and write non-chronological reports.

Fiction: Narrative and news reporting (Escape from Pompeii by Christina Ballit); Mystery writing (Ottoline and the Yellow Cat by Chris Riddell)

Poetry: Poetry linked to topic.

SPAG: weekly grammar, spelling and punctuation activities.

Reading skills: weekly group reading and regular comprehension activities

SCIENCE

Light: identify the need for light; how light reflects; and how shadows are formed and make patterns.

Forces and magnets: compare how forces move; observe magnets; understand they have two poles and how they react to each other; compare everyday materials.

Romans: Invaders and Settlers

PHYSICAL EDUCATION

Athletics: Develop running, catching and throwing skills.

Rounders: Develop fielding, throwing, batting and team game skills.

Swimming: Follow the STA Swimming programme.

HISTORY

Using primary and secondary sources to study some of the many aspects Roman Britain including: reasons for the Roman invasion and its success; Roman settlement in Britain; Representations Boudicca and the Iceni revolt of AD 60; Roman army including equipment, training and organisation; Comparison of the Roman and Celtic way of life; Roman legacy in Britain, e.g. roads, technology and towns.

ART AND DESIGN

Mosaics: Design and make mosaics using different mediums.

Alma Thomas: Study of Alma Thomas' colour paintings.

Sketching: Developing sketching skills, linked to topic

DESIGN TECHNOLOGY

Structures: Explore shell structures and packaging, including food packaging. Design and make packaging for a specific purpose.

MUSIC

Explore pitch and notation and develop performance skills using the recorder. Improvisational and composition activities with a range of instruments.

The class will perform at music afternoon.

GEOGRAPHY

Study of the Amazon Rainforest to include: Location on a world map and countries it flows through; Lines of longitude and latitude; The four layer structure of the rainforest and the plant and animal habitats found there (biodiversity linked to climate); Deforestation and the threat this poses to plant and animal life and climate change;

COMPUTING

Internet safety: health and well-being and lifestyle, privacy and security.

Programming events and actions: use Scratch coding to programme a sprite to move and perform different actions.

Data and Information – Branching

Databases: explore data and information, plan, structure and make a branching database.

FRENCH

Consolidate vocabulary and conversation taught so far.

New learning: Food, calendar, shopping, holidays and celebrations.

PSHEE

Living in the Wider World: explore rules and responsibilities in our community, human rights, work and money, jobs and gender stereotypes and job skills.

Sex and Relationships Education – growing and changing: Name different body parts and recognise changes as we get older.