

<u>ENGLISH</u>			<u>ART & DESIGN</u>	<u>COMPUTING</u>
<u>READING</u> <ul style="list-style-type: none"> • Read a range of fiction and non-fiction texts. • Use dictionary to check meanings. • Check own understanding of reading. • Drawing for inferences and make predictions. • Retrieve and record information from non-fiction books. • Discuss reading with others. 	<u>WRITING</u> <ul style="list-style-type: none"> • Use prefixes and suffixes in spelling. • Use dictionary to confirm spelling. • Write simple dictated sentences. • Use handwriting joins. • Plan to write based on familiar forms. • Rehearse sentences orally for writing. • Use varied rich vocabulary • Assess effectiveness of own and others writing. • Develop their understanding of the concepts of grammar 	<u>COMMUNICATION</u> <ul style="list-style-type: none"> • Expressive speech • Listening skills • Read texts aloud showing understanding through intonation, tone, volume and action 	<ul style="list-style-type: none"> • To create sketches, record ideas and revisit and review them • Improve their mastery of artistic techniques, including drawing and painting • Learn about great artists in history 	<ul style="list-style-type: none"> • Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs • Design, write and debug programs that accomplish specific goals, • Use sequence, selection, and repetition in programs; work with variables and various forms of input and output • Understand computer networks including the internet; how they can provide multiple services, such as the world wide web
<u>MATHEMATICS</u>			<u>DESIGN & TECHNOLOGY</u>	<u>GEOGRAPHY</u>
<u>MULTIPLICATION AND DIVISION</u> <ul style="list-style-type: none"> • Recall and use multiplication and division facts for the 3, 4 and 8 multiplication tables • Calculate statements for multiplication and division, using mental and formal written methods • Solve multiplication and division problems 	<u>FRACTIONS</u> <ul style="list-style-type: none"> • 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 • Recognise, find and write fractions of a discrete set of objects: unit fractions and non-unit fractions with small denominators • Recognise and use fractions as numbers: unit fractions and non-unit fractions with small denominators • Recognise and show, using 	<u>STATISTICS</u> <ul style="list-style-type: none"> • Interpret and present data using bar charts, pictograms and tables • Solve one-step and two-step questions [for example, 'How many more?' and 'How many fewer?'] using information presented in scaled bar charts and pictograms and tables. 	<ul style="list-style-type: none"> • Design, make and evaluate projects • Select appropriate materials and tools for a task • Investigate and analyse existing products and solutions for tasks • Apply understanding of how to improve projects by strengthening, stiffening and reinforcing 	<ul style="list-style-type: none"> • Understand geographical similarities and differences through the study of human and physical geography of a region of the United Kingdom, a region in a European country, and a region in North or South America • Use maps and atlases to locate countries of the world and the counties and cities of the UK and describe features studied
				<u>MUSIC</u>
				<ul style="list-style-type: none"> • Listen with attention to detail and recall sounds • Appreciate and understand high quality music • Improvise and compose music for a range of purposes using the inter-related dimensions of music

	<p>diagrams, equivalent fractions with small denominators</p> <ul style="list-style-type: none"> • Add and subtract fractions with the same denominator within one whole • Compare and order unit fractions, and fractions with the same denominators • Solve problems that involve all of the above. 			
<p><u>SCIENCE</u></p> <ul style="list-style-type: none"> • Identify that animals, including humans, need the right types and amount of nutrition, and that they cannot make their own food; they get nutrition from what they eat • Identify that humans and some other animals have skeletons and muscles for support, protection and movement. • Pupils work scientifically by: identifying and grouping animals with and without skeletons and observing and comparing their movement; exploring ideas about what would happen if humans did not have skeletons. • Compare and contrast the diets of different animals (including their pets) and decide ways of grouping them according to what they eat 	<p><u>HISTORY</u></p> <ul style="list-style-type: none"> • Study of an aspect of history or a site dating from a period beyond 1066 that is significant in the locality • Understand methods of historical enquiry when investigating different periods • Know and understand the history of these islands • Understand the chronology of key events 	<p><u>MODERN LANGUAGES</u></p> <ul style="list-style-type: none"> • Conversational French linked to greetings, numbers and food • Understand and respond to spoken and written language • Speak with increasing confidence 	<p><u>RELIGIOUS EDUCATION</u></p> <ul style="list-style-type: none"> • Understand beliefs and teaching in Christianity, Islam and Hinduism • Compare different beliefs and how they impact some individuals • Understand the historical context of different beliefs 	
		<p><u>PHYSICAL EDUCATION</u></p> <ul style="list-style-type: none"> • Swim competently, confidently and proficiently • Use a range of strokes effectively • Perform dances using simple movement patterns. 		