

SCIENCE

Explore what makes a fair test and record results with growing accuracy.
Compare how things move on different surfaces—friction.
Recognise that environments can change and that this can sometimes pose dangers to living things.
Electricity Circuits .
Conduct and interpret a variety of food chains, identifying producers, predators and prey.

R.E

Revisit of world religions.
Practice discussion skills—what do we expect of each other and ourselves?
Think of topics / questions that the group could explore.

GEOGRAPHY

Locate and identify human and geographical characteristics.
Use field work to map and record past and present geographical features.
Locate the world's countries using maps to focus on Europe.
4 and 6 figure grid references.

Computing

Revisit how to record and edit audio.
Plan and practice a podcast script.
Explore templates and practice cutting, pasting, orientation, to design a magazine article.

Music.

Follow and copy back rhythms and pulses.
Plan and create a section of music that can be performed.
Talk about how it was created.
Music that changed the world.
Music appreciation.

HISTORY

To select and record relevant information.
To recognise similarities and differences between periods of time.
To study different aspects of life of different people.
To place events, people and changes into correct periods of time on a timeline.
To ask and answer different questions about the past and present.

Famous people that changed the world.

MATHS

Round decimals with one decimal place to the nearest whole number .
Recognise and show fractions using diagrams.
Compare and order unit fractions and fractions with the same denominators.
Compare numbers with the same number of decimal places up to 2 decimal places.
Continue to revisit previous areas to keep skills fresh.
Place and order fractions on a number line.
Add and subtract fractions with the same denominator.
Measure and compare mass and capacity.
Recognise and write decimal equivalents of any number of tenths or hundreds.

DT

Design and make magnets game.
Wallace and Gromit inventions, investigating products.

German

Food revisits— likes and dislikes
Focus on verbs, placement in sentences. Furniture and directions.

ENGLISH

Discussing and recording ideas.
Organising paragraphs around a theme.
Continue to focus on legibility of handwriting, correct strokes and sizing.
Explore use of apostrophes.
Using commas after adverbials.

ART and Design

Artist focus— Salvador Dali, Vincent van Gogh, Picasso , Andy Warhol.
Painting— water and poster paints, fabric paints, colour block.
Textiles— sewing , weaving skills.

PE

Build upon swimming skills from last term.
Revisit throwing and catching skills.
Throwing for accuracy and distance.