## **SCIENCE**

Plan different types of scientific enquires to answer questions.

Taking measurements using a range of equipment.

Record data and results.

Identify the affects of air resistance.

Explain the life process of reproduction in some plants and animals.

Describe the changes as humans develop.

## **HISTORY**

A study of aspects or theme in British history that extends pupils chronological knowledge beyond 1066- The effects of the industrial revolution and the increases of pollution in line with the development of technology since. The realisation and methods surrounding the need to clean up pollution and develop sustainability.

# **ENGLISH**

Use dictionaries to check meanings and spellings of words.

Distinguish between statements of facts and opinions.

## Music.

To improvise and compose music.

To appreciate and understand a wide range of high quality live and recorded music drawn from different traditions.

# **ICT**

Lego spike prime coding.

EV<sub>3</sub> coding with word blocks.

Scratch, Kodu and Minecraft.

Stop motion.

## RE

Explore pictures, symbol and metaphors which depict God as a father.

Find out how two different Christian groups worship and why they do it.

### **MATHS**

Read. Write, order and compare numbers to at least 1000000 and determine the value of each digit.

Solve number problems and practical problems .

Read roman numerals to 1000 and recognise years written in roman numerals.

## **MATHS**

Round any whole number to a required degree of accuracy.

Complete, read and interpret information in tables including times tables.

Solve addition and subtraction multi-step problems.

Use estimations to check answers to calculations.

Use negative numbers in context.

Retrieve ,record and present information from non-fiction.

# ART and DT.

To improve their mastery of art and design techniques, including drawing , painting and sculpture with a range of materials both new and recycled.

To create sketch books to record their observations.

# PE

Use running, jumping, throwing and catching in isolation and combination.

Play competitive games modified where appropriate and apply basic principles suitable for attacking and defending.

## **GEOGRAPHY**

Use maps/ atlases / globes and digital computer mapping to locate countries.

Use the eight points of a compass.

Use fieldwork to observe, measure, record and present the human and physical features in the local area using a wide range of methods.