

## PSHE

- Respecting our world and others around us.

## RE- Judaism

- Understand and explore the significance of journeys, Sukkot, Torah

## MUSIC

- Listen with attention to detail and recall, rhythm, tone and pitch.
- Produce a simple score and perform.

## FRENCH

- Greetings
- Make simple statements (age and name).
- Numbers (1-20)

## ENGLISH

- Identify appropriate choice of pronoun or noun within a sentence to avoid ambiguity and repetition
- Apply a growing knowledge of root words, prefixes and suffixes
- Improve and develop handwriting skills.
- Participate in discussions and role-play to achieve a deeper understanding of a character.
- Discuss and find verbs that capture the reader's interest and imagination.
- Discuss writing similar to that which they are planning to write in order to understand and learn from its structure, vocabulary and grammar.
- Identify main ideas drawn from more than one paragraph and summarise these.
- Use simple organisational devices [for example, headings and sub-headings]
- Use apostrophes to mark singular and plural possession
- Ask questions to improve their understanding of a text.
- Draw inferences such as inferring characters' feelings, thoughts and motives from their actions, and justifying inferences with evidence.
- Skim and scan texts.
- Assess the effectiveness of their own and others' writing and suggesting improvements
- Use the first two or three letters of a word to check its spelling in a dictionary.
- Dictionary and thesaurus skills.

## MATHS

### Place Value

- Read and write numbers up to 1000 in numerals and in words.
- Identify, represent and estimate numbers using different representations.
- Find 10 or 100 more or less than a given number.
- Find 1000 more or less than a given number.
- Recognise the place value of each digit in a 3-digit number.
- Recognise the place value of each digit in a 4-digit number.
- Order and compare numbers to 1000.
- Order and compare numbers beyond 1000.
- Count from 0 in multiples of 50 and 100
- Count in multiples of 25 and 1000 Solve number problems and practical problems involving these ideas.
- Solve number and practical problems that involve all of the above and with increasingly large positive numbers.
- Count backwards through zero to include negative numbers.
- Round any number to the nearest 10, 100 or 1000.
- Round decimals with one decimal place to the nearest whole number.
- Read Roman numerals to 100 (I to C) and know that over time, the numeral system changed to include the concept of zero and place value.

### Number – Addition and Subtraction

- Add and subtract numbers mentally, including; a three-digit number and ones; a three-digit number and tens; a three digit number and hundreds.

## Star Gazers



### Term 1 - Year 3 and 4 High Peaks

## SCIENCE - Light

- Recognise that you need light in order to see things and that dark is the absence of light.
- Notice that light is reflected from surfaces
- Recognise that light from the sun can be dangerous and that there are ways to protect their eyes.
- Recognise that shadows are formed when the light from a light source is blocked by a solid object.
- Find patterns in the way that the size of shadows change.

## ART

- Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials for example, pencil, charcoal and paint.

## P.E.

- Football: Attacking and Defending.
- Dance: Movements/Patterns

## DESIGN TECHNOLOGY:

Design your own satellite model.

- Generate, develop, model and communicate ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design.
- Select from and use a wider range of tools and equipment to perform practical tasks e.g. cutting, shaping, joining and finishing accurately.
- Evaluate final products against the design criteria and consider the views of others to improve their work.