

MUSIC

- Improvise and compose music for a range of purposes using the inter-related dimensions of music.
- Play and perform in solo and ensemble contexts, using their voices and playing musical instruments with increasing accuracy, fluency, control and expression.

GERMAN

- Names of Objects
- Hobbies
- Summer Holidays

MATHS

Measurement - Time:

- Tell and write the time from an analogue clock, including using Roman numerals and 12-hour and 24-hour clocks.
- Read, write & convert time between analogue and digital 12 and 24-hour clocks.
- Estimate and read time with increasing accuracy to the nearest minute.
- Record and compare time in terms of seconds, minutes and hours.
- Convert between different units of measure e.g. hour to minute.
- Use vocabulary such as o'clock, a.m. /p.m., morning, afternoon, noon and midnight.
- Know the number of seconds in a minute and the number of days in each month, year and leap year.
- Solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days.
- Compare durations of events/

Geometry: Properties of Shapes

- Recognise angles as a property of shape or a description of a turn. Identify right angles, recognise that two right angles make a half-turn, three make three quarters of a turn and four a complete turn; identify whether angles are greater than or less than a right angle.
- Identify acute and obtuse angles, compare, and order angles up to two right angles by size.
- Identify horizontal and vertical lines and pairs of perpendicular and parallel lines.
- Identify lines of symmetry in 2D shapes presented in different orientations. Complete a simple symmetric figure with respect to a specific line of symmetry.
- Draw 2-D shapes and make 3-D shapes using modelling materials; recognise 3-D shapes in different orientations and describe them.
- Compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes.

Measurement: volume and capacity:

- Measure, compare, add and subtract; mass (kg/g); volume/capacity (l/ml).

Art

- Improve their mastery of art and design techniques; include drawing, painting and sculpture with a range of materials.

DT

- Apply their understanding of how to strengthen, stiffen and reinforce structures that are more complex.
- Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups.

RE: Judaism

- The Synagogue

Deep in the Hundred Acre Wood



Term 6 - Year 3 and 4

WWO: Problem-Solving

- Building on Ideas
- Decision Making

SCIENCE – Living things and their habitats.

- Identify the characteristics of living things.
- Suggest how to have a positive effect on the local environment.
- Record observations on a map.
- Name some endangered species.

History

- Study an aspect of history or a site dating from a period beyond 1066 that is significant in the locality.

Geography

- Use simple fieldwork and observational skills to study the geography of their school and its grounds, and the key human and physical features of its surrounding environment.

P.E.

- Jumping/ Throwing and Catching: Applying Tactics
- Rounders: Attacking and Defending.

ENGLISH

- Apply a growing knowledge of root words, prefixes and suffixes
- Discuss writing similar to that which they are planning to write in order to understand and learn from its structure, vocabulary and grammar.
- Ask questions to improve their understanding of a text.
- Assess the effectiveness of their own and others' writing and suggesting improvements.
- Dictionary and Thesaurus skills.
- Predict what might happen from details stated and implied.
- Identify themes and conventions in a wide range of books
- Prepare poems and play scripts to read aloud and to perform, showing understanding through intonation, tone, volume and action.
- Homophones and near-homophones.
- Give well-structured descriptions and narratives for different purposes, including for expressing feelings.
- Expand noun phrases by adding modifying adjectives, nouns and prepositional phrases.
- Draw inferences such as inferring characters' feelings, thoughts and motives from their actions, and justifying inferences with evidence.

PSHE – Taking care of the environment:

- Our responsibilities towards our environment.
- Being part of a community, explore different groups that support our communities and environment.
- The lives of other people around the world.
- How resources are allocated to communities.

ICT – Using and applying skills:

- Choose from a variety of software to design and create a new cartoon character, adding a story or description along with other elements before deciding how to present their work.