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 halfturn, 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

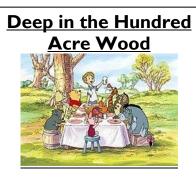
• Improve their mastery of art and design techniques; include drawing, painting and sculpture with a range of materials.

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



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 nearhomophones.
- 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.