

Design and Technology

Cooking and Nutrition - Understand healthy eating and the different food groups. Identify seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed. Use the right tools to slice, mix, bake and knead Italian pizza.

Art and Design

Art history and Artists - Look at the work and life of Henri Matisse and Eric Carle.

Collage - Select and arrange materials for striking effect. Become precise with collage pieces. Explore overlapping, tessellation, mosaic and montage.

Digital Media (art): create images, video and sound recording

Music

Charanga unit Stop and Lean On Me

Listen and appraise to find the pulse in different songs. Discuss how songs are similar and different. Compose own rap song.

Sing expressively in time to the beat and rhythm.

Reflect on, and improve my work against a range of given criteria.

Computing

Computer Science: Programming: Create programs by planning, modifying, and testing commands to create shapes and patterns. Use Logo, a text-based programming language.

Data and information: Consider the senses that humans use to experience the environment and how computers can use special input devices called sensors to monitor the environment. Pupils will collect data as well as access data captured over long periods of time. (link to science - sound)

Information Technology: Create images, video and sound (link with art and geography. Use imovie.

Personal, Social, Health and Relationships Education and Values

Describe strategies to support mental health. Recognise different family structure and identify shared characteristics of a healthy family life. Recognise and manage peer influence effectively. Know the basic rules and procedures of first aid.
Values – Courage and Happiness

Physical Education

Dance unit 2: We will choreography and perform using repetition, direction, level, speed and space.

Gymnastic unit 2 - use of travel, balances and rolls to create routines.

Hockey – Develop basic skills such as dribbling and push pass.

Swimming – Develop confidence and skills in the water.



Viva Roma



Wow moments

Verulamium

History

The Roman Empire and its impact on Britain. What it mean to invade or settle in another country. Know about the Roman invasion and its impact on Britain. Look at the impact of the Romans in Britain and British resistance including Boudicca and the Celtic rebellion.

Science

Working Scientifically – make systematic and careful observations, set up practical enquiries to investigate a fair test. We will change variables then predict which ice cube will melt quicker? Can we find patterns in the sounds that are made by different objects?

State of Matter - Group materials into liquids, solids and gases. Observe changes following heating or cooling.

Sound - Identify how sounds are made, Recognise that vibrations from sounds travel through a medium to the ear. Find patterns between the pitch of a sound and features of the object that produced it. Recognise that sounds get fainter as the distance from the sound source increases.

Geography

Fieldwork Activities to help children gain a sense of place of where we live.

Locational Knowledge: Locate some counties in Europe and relate them to the continent and city.

Place Knowledge: Describe similarities and differences between some regions in Europe and UK.

Human and Physical: Looking at human and physical characteristics of both Europe and UK. Understand physical hazards such as floods and avalanches.

Religious Education

Identify and describe the core beliefs and concepts of Islam making clear links between these and texts studied. Understand how people show their beliefs in worship and in the ways they live. Make connections between when they have learnt and how we think and live.

We will also be looking at what is the deeper impact of Pentecost for Christians by making links between the story and Christian beliefs. They will explore and connect ideas about the Kingdom of God and what Christians believe about following God today. .

English

Spellings

Homophones and near homophones

Suffixes

Plural Possessives

Alternative Spellings

Word Families

Vocabulary, Grammar and Punctuation:

Apostrophes

Speech

Noun Phrases

Suffixes

Reading and VIPERS (vocabulary, infer, predict, explain, retrieve, sequence/summarise):

Through studying our key texts we will:

- develop positive attitudes to reading and understanding of what we read by: listening to and discussing a wide range of fiction, poetry, plays, non-fiction and reference books or textbooks. Also we will be identifying and discussing themes and conventions in a wide range of writing and increasing our familiarity with a wide range of books, including fairy stories, myths and legends, and retelling some of these orally.

Through our VIPERS lessons we will:

- Develop our understanding of what we read by: predicting what might happen from details stated and implied

Key texts

The Gift, Different Types of New Year, a range of texts written by our visiting author, Who Was The Real Troll of the Bridge, Nelson Mandela, Whose Tracks are These? Shakespeare's Julius Caesar, Myths and Legends – Broken and Romulus and Remus

Writing:

We will develop positive attitudes towards and stamina for writing through planning, drafting and editing by:

- Writing Non-fiction biography of our class partner and our visiting author
- Responding to poetry
- Legend of Romulus and Remus
- Narrative settings, character and plots based on Julius Cesar.

In order to support with the above, we will partake in a range of speaking and listening and drama activities

Maths

Number: Multiplication and Division

Formal methods of multiplication and division – problem solving with these methods.

Fractions and Decimal

Compare and round to one decimal place. Recognise and write decimal equivalent. Dividing by ten and hundred and recognising the value of each digit.

Measurement Length and Perimeter – Convert between different units of measure. Measure and calculate the perimeter of a rectilinear figure (including squares) in cm and m. Estimate, compare and calculate different measures.

We will solve number and problems that involve all of the above and with increasingly large positive numbers.

Times Tables – We will be using daily Times Table Rockstars.