

English:

Fiction

Fantasy stories

- Features of fantasy stories;
- Reading fantasy stories;
- Dialogue;
- Openings and endings.

Non fiction

Discussion texts

- Features of discussions;
- Debates;
- Persuasive language;

SPAG

- Using a dictionary;
- Using a thesaurus;
- Suffixes –ant, -ancy, -ent, -ence

Reading skills and handwriting

Art/DT

- Record, collect & store visual images;
- Present images using software;
- Use a graphics package to create & manipulate 3D images;
- Create layered images from original sketches using digital images.

PE

Striking and fielding games

- Understanding how to hold a racket.
- To work on coordination skills
- To practise making contact with the ball
- To practise serving
- To put all aspects into game situations

Athletics

- Running – for speed, distance, relay and hurdling;
- Jumping – for height, distance & combinations;
- Throwing – pushing, pulling & slinging actions.

Music

Singing and guitars

Dynamics, diction, pitch, accuracy, two-part singing, tone production, instrumental accompaniments, pulse, rhythm and metre, rehearsal, phrase structure, presentation to an audience, expressive techniques, and how to achieve a quality performance.

RE

- Personal commitment;
- Christian Aid week;
- Desmond Tutu, Mother Teresa et al.

Maths

- To recognise that percentages relates to number of parts per hundred (e.g. 44/100);
- Writing out percentages down as a fraction, with the denominator 100, as well as a decimal;
- Solving percentages and decimal equivalents (e.g. $\frac{1}{4}$; $\frac{1}{2}$; $\frac{3}{4}$);
- Compare and estimate acute, obtuse and reflex angles;
- Draw and measure angles (in degrees- °);
- Identify angles on a straight line (180°) and whole turn (360°);
- Identify 3d shapes from 2D puzzles, to deduce missing facts and angles;

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Beast Creator!



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PSHE

- People's response to change;
- 'Sore spots' (raw feelings) and how to deal with them;
- Feeling good about myself;
- Feeling proud and boasting – the difference between the two;
- Having mixed feelings.

Topic – Beast Creator!

- Minibeast hunt around the school grounds;
- Identifying minibeasts using Keys;
- How to make a wormery (Literacy link – instructions)
- Life cycle of insects, amphibians, mammals, birds, fish, reptiles; and plants;
- Line drawing and labelling of minibeasts
- Metamorphosis – the journey of change;
- Woodlice choice chamber experiment;
- Where do minibeasts come from? (link to Geography);
- Worm charming competition;
- Data handling with minibeasts (Maths link);
- Adapting to environment;
- Food chains and food webs

Computing – Find out and Share (1)

- Create a Pong game in Scratch using variables
- Create a dancing character in Scratch
- Create a game or puzzle linked to Maths in Scratch
- Create a game in Scratch using the whole process of programming development e.g. planning an algorithm and deciding on the program to achieve the algorithm