

Another action-packed and fun-filled half-term in Year 3/4

In **Geography** we will learn how to:

Use maps, atlases, globes and digital/computing mapping to locate countries and describe features studied.

Describe and understand key aspects of physical geography, including climate zones, biomes and vegetation belts, rivers, mountains, volcanoes and earthquakes, and the water cycle.

Describe and understand key aspects of human geography, including: types of settlement and land use, economic activity including trade links, and the distribution of natural resources including energy, food, minerals and water.

In **RE** we will learn about:

The Easter Story.

The importance of Easter, to Christians and the meanings of Easter traditions.

In **Art and Design** we will learn how to:

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

In **PE** we will learn how:

Develop skills for net/wall games. Learn to direct the ball into the target area and away from opponents.

Develop skills when playing games using rackets. Learn specific skills for games such as short tennis.

Learn to keep afloat and move in the water. Meet challenges and breath whilst swimming.

Focus on swimming more fluently. Improving swimming strokes and learning personal survival techniques.

Improve strength, jumping, balance, fitness, flexibility, coordination through circuit training activities.

In **Music** we will learn how to:

Appreciate and understand a wide range of high-quality and recorded music drawn from different traditions and from great composers and musicians.

In **Computing** we will learn how to:

Understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration.

Homework

- **Weekly maths**
- **Topic**
- **Reading daily**

In **Science** we will learn how to:

Identify common appliances that run on electricity.

Identify whether or not a lamp will light in a simple series circuit, based on whether or not the lamp is part of a complete loop with a battery.

Construct a simple series electrical circuit, identifying and naming its basic parts, including cells, bulbs, switches and buzzers.

Recognise that a switch opens and closes a circuit and associate this with whether or not a lamp lights in a simple series circuit.

Recognise some common conductors and insulators, and associate metals with being good conductors

In **personal, social and health education** we will learn about:

Developing our own school values and how we can live these values and help to use them to shape our actions, attitudes and relationships.

In **History** we will learn how about:

A non-European society that provides contrasts with British history.

In **English** we will learn to:

Use spoken language to develop understanding through speculating, hypothesising, imaging and exploring ideas.

Listen and respond appropriately to adults and their peers.

Maintain attention and participate actively in collaborative conversations, saying on topic and initiating and responding to comments.

Participate in discussions, presentations, performances, role play, improvisations and debates.

Speak audibly and fluently with an increasing command of Standard English.

Discuss writing similar to that which they are planning to write in order to understand and learn from its structure, vocabulary and grammar.

Proof-read for spelling and punctuation errors.

Discuss and record ideas.

Organise paragraphs around a theme.

Compose and rehearse sentences orally, progressively building a varied and rich vocabulary and an increasing range of sentence structures.

Assess the effectiveness of their own and others' writing and suggest improvements.

Increase the legibility, consistency and quality of their handwriting.

In narratives, create settings, characters and plot.

Read aloud their own writing, to a group or the whole class, using appropriate intonation and controlling the tone and volume so that the meaning is clear.

Retrieve and record information from non-fiction.

Draw inferences such as inferring characters' feelings, thoughts and motives from their actions, and justifying inferences with evidence.

Increase their familiarity with a wide range of books, including fairy stories, myths and legends, and retell some of these orally.

In **Maths** we will learn how to:

Add and subtract numbers mentally, including a 3-digit number and ones; a 3-digit number and tens and a 3-digit number and hundreds.

Solve problems, including missing number problems, using number facts, place value, and more complex addition and subtraction.

Add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate.

Add and subtract nos with up to 3 digits, using formal written methods of columnar addition and subtraction.

Recall and use multiplication and division facts for the 3, 4 and 8 multiplication tables.

Write and calculate mathematical statements for \times and \div using the multiplication tables that they know, including for 2-digit numbers times 1-digit numbers, using mental and progressing to formal written methods.

Solve problems, including missing number problems, involving \times and \div , including positive integer scaling problems and correspondence problems in which n objects are connected to m objects.

Recall multiplication and division facts for multiplication tables up to 12×12 .

Use place value, known and derived facts to multiply and divide mentally, including: multiplying by 0 and 1; dividing by 1; multiplying together three numbers.

Multiply 2-digit and 3-digit numbers by a one-digit number using formal written layout.

Recognise, find & write fractions of a discrete set of objects: unit fractions & non-unit fractions with small denominators.

Solve problems that involve all of the above.

Tell and write the time from an analogue clock, including using Roman numerals from I to XII, and 12-hour 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; use vocabulary such as o'clock, a.m./p.m., morning, afternoon, noon and midnight.

Draw 2-D shapes and make 3-D shapes using modelling materials; recognise 3-D shapes in different orientations and describe them.

Identify acute and obtuse angles and compare and order angles up to two right angles by size.