

Computing

Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.

Select use and combine a variety of software on digital devices.

Understand computer networks including the internet

Geography

Use eight points of a compass, grid references, symbols and keys to build knowledge of UK and wider world.

Observe, measure, record and present data using a range of methods.

Describe and understand physical geography using geographical vocabulary.

D&T

Understand and use mechanical systems in their products e.g. gears, pulleys, cams, levers and linkages.

Apply their understanding of how to strengthen, stiffen and reinforce more complex structures.

PSHE

Talk and write about issues that affect themselves and society.

Reflect on spiritual, social and cultural issues with empathy.

PE

Take part in outdoor adventure activities.

To link and repeat movements in a simple dance phrase.

To perform a dance routine with a clear beginning, middle and end.

Keep, adapt and make rules for striking and fielding games.

Art and Design

Improve art and design techniques e.g. drawing, painting and sculpture.

Use a wide range of materials e.g. pencil, paint, clay, charcoal.

RE

Learn about some aspects of Hindu beliefs in God.

Learn about how Hindus worship at home and temple.

Learn about key Hindu festivals such as Diwali.

Music

Explore melodic phrases.

Consider intended effect of music.

Rehearse and perform singing and playing instruments.

French

Tell the time.

Learn numbers up to 60.

Sing simple songs.

Mathematics

Year 3: Partition and represent 3-digit numbers using PV cards and Dienes. Order and compare 3-digit numbers, place on an ENL. Place 3-digit numbers on landmarked lines and round to the nearest 10 or 100. Use place value to add and subtract money. Year 4: Place value addition and subtraction with 4-digit numbers. Place 4-digit numbers on landmarked lines and round to the nearest 10, 100 and 1000. Count on and back in steps of 25 and 1000. History of zero and place value. Roman numerals to 100. Year 3: Expanded and compact written addition to add any pair of 3-digit numbers, estimate totals, look for patterns and make generalisations. Mentally subtract 2-digit numbers from 3-digit numbers & to subtract 3-digit numbers within same century. Year 4: Use expanded then compact decomposition for written subtraction of pairs of 3 or 4-digit numbers (1 or 2 moves). Subtract pairs of numbers which are close to multiples of 1000, or when the larger number has zeroes. Year 3: Double and halve numbers to 50 (100) using partitioning. Know times tables and division facts (1x, 2x, 3x, 4x, 5x, 8x, 10x). Begin to use the grid method for written multiplication of 2-digit numbers (< 30) by 1-digit numbers. Find and test rules. Year 4: Use decomposition for written subtraction of any pair of 4-digit numbers, including those needing 3 moves. Add any pair of 4-digit numbers using written compact addition. Add and subtract near multiples of 10, 100 and 1000 to or from 3- and 4-digit numbers. Choose methods to solve word problems. Year 3: Measure in litres and millilitres and convert between whole and half litres and millilitres. Understand am and pm. Measure in m, cm and mm. Draw a bar chart where one square represents 2 units. Measure perimeters of 2D shapes. Tell the time to nearest minute and compare time durations. Year 4: Find area of rectilinear shapes by counting squares. Find perimeter of rectilinear shapes in cm by counting. Calculate perimeter in cm and m of rectangles. Use co-ordinates in the first quadrant and join to draw posited polygons. Year 3: Add three or four 2-digit numbers using expanded then compact written addition. Find change from £5, £10 and £20 and count up to find a difference between amounts of money (using Frog). Year 4: Mark numbers with 1 decimal place on an empty number line and round to the nearest whole. Know what each digit stands for in numbers with 2 decimal places. Mental multiplication and division by 10 and 100 to give tenths and hundredths. Know equivalent 0.1s and 1/10s, and 0.01s and 1/100s. Write place value related additions and subtractions for numbers with 2 decimal places.

Curriculum Overview Flow

Science

Recognise that soils are made from rocks and organic materials.

Report on findings from enquiries, including oral and written explanations, displays or presentations of results and conclusions.

Gather, record, classify and present data in a variety of ways to help answering questions.

Explore the requirements for life and growth (air, light, water nutrients from soil and room to grow) and how they vary from plant to plant.

Set up simple practical enquiries, comparative and fair tests.

Use results to draw simple conclusions, make predictions for new values, suggest improvements and raise further

English

Use relevant strategies to build vocabulary

Give well-structured descriptions, explanations and narratives.

Use spoken language to develop understanding

Speak audibly and fluently using Standard English

Listen to and discuss a wide range of fiction, poetry, plays and non-fiction.

Identify main points from a text and summarise.

Retrieve and record information from non-fiction.

Check text makes sense to them.

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

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

Proof read writing for spelling and punctuation errors.

Develop knowledge of new spelling patterns.

Recognise features of newspaper reports, rhyming poetry, journals and diaries, and instructions.

Develop use of paragraphs.