

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.

Compose surveys to be carried out among friends using programs such as Survey Monkey.

Geography

Identify position and significance of latitude, longitude, Equator etc.

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

Describe and understand physical geography using geographical vocabulary.

D&T

Understand how key events and individuals in design and technology have helped shape the world.

Understand and use electrical systems in their products.

PSHE

Talk and write about issues that affect themselves and society.

Reflect on spiritual, social and cultural issues with empathy.

Discuss and debate human impact on the environment.

PE

Take part in outdoor adventure activities.

To consolidate and improve throwing, catching, running and jumping skills in athletics.

Develop standing, high, triple and long jump techniques.

Describe and evaluate their own and others' performance.

Art and Design

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

Create sketch books to record observations and revisit ideas.

Find out about great artists, architects and designers in history.

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

Learn the names and locations of major French towns and cities.

Name and locate French speaking countries around the world.

Learn the phrase "Ou vas-tu?" to ask and respond to.

Mathematics

Year 3: Mental multiplication and division to scale up by multiplying by 4 (double twice) and by 10. Scale down by dividing by 4 (halve twice) and by 10. Divide numbers just beyond the times tables with and without remainders. Year 4: Find factors less than 50. Use factors to carry out mental multiplication. Find the product of 3 single-digit numbers using commutatively to help. Use times tables and place value to divide multiples of 10. Solve scaling problems. Convert from cm to m. Solve correspondence problems and use written division by chunking.

Year 3: Recognise that two right angles make a half-turn, 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 perpendicular and parallel lines. Count faces, vertices and edges of 3D shapes. Know units of time and the relationships between them. Year 4: Complete shapes with respect to a line of symmetry. Recognise and compare acute and obtuse angles and angles of 90 degrees. Compare and classify triangles and quadrilaterals based on properties including types of angles.

Year 3: Understand tenths, and find tenths of amounts. Understand fractions as both numbers and operators. Find unit and non-unit fractions of amounts. Find fractions equivalent to half and a quarter. Add and subtract fractions with the same denominator within one whole. Year 4: Identify equivalent fractions, including decimals. Find non-unit fractions of amounts. Solve fraction word problems. Use written methods to divide two-digit no's by single-digit no's, answers less than 30.

Year 3: Written addition to add three or four 2-digit numbers using compact method and estimate answers. Use column addition to add three 3-digit numbers and add two amounts of money. Use mental subtraction, finding the difference to count up Year 4: Read the 24-hour clock converting times to am and pm, both digital and analogue formats. Find time intervals using 24-hour clock. Read, interpret and describe a line graph. Draw a line graph. Convert between units of time.

Year 3: Add 3-digit numbers using place value. Subtract 3-digit numbers using place value. Written multiplication using grid method. Mental division using times tables to help. Solve correspondence problems. Year 4: Written multiplication using the ladder method to multiply 3-digit numbers. Word problems using all four operations.

Curriculum Overview

Blue Abyss

Science

Recognise that living things can be grouped in a variety of ways.

Explore and use classification keys to help group, identify and name a variety of living things.

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

Ask relevant questions and use different types of scientific enquiries to answer them.

Record findings using scientific language, drawings, labelled diagrams, keys, bar charts and tables.

Make systematic and careful observations.

Recognise environmental changes and that this can sometimes pose dangers.

English

Ask relevant questions to extend knowledge and understanding.

Give well-structured descriptions, explanations and narratives.

Listen to and respond appropriately to adults and peers.

Speak audibly and fluently using Standard English

Discuss words and phrases that capture the reader's imagination.

Predict what might happen in a text from details stated and implied.

Retrieve and record information from non-fiction.

Use dictionaries to check they understand the meaning of words they have read.

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.

Organise paragraphs around a theme.

Increase legibility, consistency and quality of handwriting.

In narrative, create settings, characters and plot.