Maths

- Know decimal equivalents of any number of tenths or hundredths.
- Recognise and write decimal equivalents and round decimals with 1 decimal place to the nearest whole number.
- Estimate, compare and calculate different measures, including money in pounds and pence.
- Read and convert time between analogue and digital 12and 24-hour clocks.
- Identify acute and obtuse angles and compare angles by size.
- Compare shapes based on their properties and sizes.
- Identify lines of symmetry in 2-D shapes.
- Interpret and present data using bar charts and time graphs.
- Describe movements between positions as translations.
- Describe positions on a 2-D grid as coordinates.







English

- Explore the features of different poems and use these to create a free-verse poem.
- Write legibly and fluently, with increasing speed.
- Write for a range of purposes and audiences and create settings, characters and plots in narrative.
- Proofread for spelling, punctuation and tense errors.
- Read and discuss an increasingly wide range of fiction, poetry, plays, non-fiction and reference books.
- Use vocabulary and grammatical structures to communicate ideas (e.g. use a range of sentences and begin to vary the position of clauses within a sentence).
- Use a range of conjunctions, adverbs, prepositions and pronouns for cohesion, detail and clarity.

Key texts: 'Arthur and the Golden Rope', 'The River', 'Amazon River', 'Fly, Eagle, Fly' and 'The King Who Banned the Dark'.

Computing

- Enter data in spreadsheets and use formulas to produce graphs.
- Write for different audiences exploring how font size and style can be used when generating different texts e.g. when writing newspaper reports or creating subheadings in explanation texts.

RE

- Explore the meaning of Pentecost.
- Contemplate how and why people make the world a better place.



French

- Recognise and say vocabulary and phrases relating to 'Les Habitats'.
- Read and translate parts of a traditional story -Boucle d'or et les Trois Ours (Goldilocks and the Three Bears).

D&T

Apply understanding of a cam mechanisms to a design task.

Art

Use line, shape and colour to create repeated patterns.

Geography - Rainforests

- Recognise what a rainforest is and locate the world's rainforests on a map.
- Consider the significance of the location of the Amazon.
- Recognise the different layers and features of a rainforest.
- Describe and explain the impact of deforestation and explore other threats to the Amazon and why they matter.

Science - Living Things & Their Habitats

- Identify a variety of habitats and explore why organisms live in different habitats.
- Group organisms according to their characteristics.
- Explore and use classification keys to help group, identify and name a variety of living things in their local and wider environment.
- Understand why and how living organisms adapt to their environment.
- Recognise the reasons for habitats being under threat and how humans can help.

Music

- Listen to, and appraise, a range of Gospel music.
- Recognise the style indicators of songs performed by the Beatles.

PSHE- Social Me

- Understand the work and needs of animals in our society.
- Explain own personal beliefs and respond thoughtfully to others.



- Tri-Golf
- Athletics
- Rounders
- Orienteering