	<u>English</u>			Art and Design	<u>Computing</u>
Reading • Secure decoding of unfamiliar words • Read for a range of purposes • Retell some stories orally • Discuss words & phrases that capture the imagination • Identify themes & conventions • Retrieve & record information • Make inferences & justify predictions	Writing Correctly spell common homophones Increase regularity of handwriting Plan writing based on familiar forms Plan writing to suit audience & purpose Organise writing into paragraphs Use simple organisational devices Proof-read for spelling & punctuation errors Read own writing aloud Evaluate own writing		Grammar • Use wider range of conjunctions • Use perfect tense appropriately • Select pronouns and nouns for clarity • Use & punctuate direct speech • Use commas after frontal adverbials Speaking and Listening	 Use sketchbooks to collect, record and evaluate ideas Improve mastery of techniques such as drawing, painting, and sculpture with varied materials Learn about great artists, architects and designers 	 Design & write programs to achieve specific goals, including solving problems Use logical reasoning Understand computer networks Use internet safely and appropriately Collect & present data appropriately
 Recognise a variety of forms of poetry Identify & summarise ideas 			 Articulate & justify opinions Speak audibly in Standard English Gain, maintain and monitor interest of listeners 	Design Technology Use research & criteria to develop products which are fit for purpose Use annotated sketches and prototypes to explain ideas Evaluate existing products and improve own work Use mechanical systems in own work (cams) Understand seasonality; prepare & cook mainly savoury dishes - baking	 Geography Locate world's countries, focusing on Europe & Americas focus on key physical & human features Where would you choose to build a city? Study a region of the UK use 8 point compass, symbols & keys Describe & understand, rivers, water cycle, settlements, trade links etc. Use fieldwork to observe, measure & record
Number/Calculation • Know all tables to 12 x 12 • Secure place value to 1000 • Use negative whole numbers • Round numbers to nearest 10,100 or 1000 • Use Roman numerals to 100 (C)	 Geometry and Measures Compare 2-D shapes, including quadrilaterals & triangles Find area by counting squares Calculate perimeters of rectangles Estimate & calculate measures Identify acute, obtuse & right angles Identify symmetry Use first quadrant co-ordinates Introduce simple translations <u>Data</u> Use bar charts, pictograms & line graphs 		Fractions Recognise tenths & hundredths Identify equivalent fractions Add & subtract fractions with common denominators Recognise common equivalents Round decimals to whole numbers Solve money problems		
Column addition & subtraction up to 4 digitsMultiply & divide mentally				Modern Languages	<u>Music</u>
Use standard short multiplication				Ask & answer questions	 Use voice & instruments with increasing accuracy, control and expression Improvise and compose music Listen with attention to detail Appreciate wide range of live & recorded music
<u>Science</u>		<u>History</u>	Appreciate stories, songs, poems & rhymes	Begin to develop understanding of history	
 Living things & their habitats Digestive system & teeth Roman Empire & Julius Caesa 		Roman Empire & impa Julius Caesar Roman Empire &		Broaden vocabulary	
States of matter		 British resistance, Romanisation of I 		Physical Education	Religious Education
Filysics		Broader History Study	he world be ashamed of slavery?	 Use running, jumping, catching and throwing in isolation and in combination Play competitive games modified as appropriate Develop flexibility and control in gym, dance and athletics Compare performances to achieve personal bests Swimming proficiency at 25m 	 Sikhism Christmas Sacred Books Easter Rules & behaviour Belonging