

Reading

Poetry – Shape poems
Fiction – Read several adventure stories, such as Little Nose and Flat Stanley.
 Read informal and formal letters and understand their differences and purposes
Plays – Reading and acting short plays
Non-fiction – Reading information books about the volcanoes, earthquakes and tsunamis

Writing

Poetry – Writing shape poems about Volcanoes
Fiction – Writing an adventure story about a Stone-Age character
 Writing formal and informal letters
Non-fiction – Writing a report about volcanoes, rocks and fossils

Grammar

Use range of conjunctions
 Use perfect tense
 Use range of nouns & pronouns
 Use time connectives
 Introduce speech punctuation
 Know language of clauses

Speaking and Listening

Children will use talk to describe people, things and experiences.
 They will participate actively in conversations.
 They will listen to, consider & evaluate different viewpoints.

Earning which is irresistible, memorable and meaningful

Music

Art & Design – Stone Age art
 Children will look at Cave Art from around the world. They will investigate how to produce their own cave paintings of animals.

Mathematics – Rehearse place value in 3-digit numbers, order them on a number line and find a number in between; solve additions and subtractions using place value; multiply and divide by 10, 50 and 100. Add pairs of 2-digit numbers and then extend to add two 3-digit numbers; recognise and sort multiples of 2, 3, 4, 5, and 10; double the 4 times-table to find the 8 times-table; derive division facts for the 8 times-table; multiply and divide by 4 by doubling or halving twice. Identify L2s, L3s, L4s, L6s and L8s; realise how many of each make a whole; find equivalent fractions; place fractions on a 0 to 1 line; find fractions of amounts. Recognise right angles and know they are 90°; understand angles are measured in degrees; recognise the symbol for the measurement of degrees; name and list simple properties of 2D shapes; begin to understand and use the term perimeter to mean the length distance around the edge (border) of a 2D shape; begin to calculate using a ruler; know a right angle is a quarter turn; know 360° is a full turn; begin to understand angles and identify size of angles in relation to 90°. Place 3-digit numbers on empty 100 number lines; begin to place 3-digit numbers on 0-1000 landmarked and empty number lines; round 3-digit numbers to the nearest ten and to the nearest hundred; use counting up as a strategy to perform mental subtraction; subtract pounds and pence from five pounds; use counting up as a strategy to perform mental subtraction of amounts of money; subtract pounds and pence from ten pounds. Understand place value in 3-digit numbers; separate 3-digit numbers into hundreds, tens, and ones; add two 3-digit numbers using vertical written addition (expanded); add 2- and 3- digit numbers using vertical written addition (expanded). Add two 2-digit numbers mentally; add 2-digit to 3-digit numbers mentally using place value and rounding; add two 3-digit numbers using expanded written method (answers under 1000); begin to move tens and hundreds moving forwards; formal written addition; add two 3-digit numbers using expanded column addition; investigate patterns in numbers when adding them; choose to solve addition using a mental method or expanded column addition (written method); tell the time to the nearest minute on analogue and digital clocks; if time events in minutes and seconds; find a time after a given interval; calculate time intervals; solve word problems involving three-step subtraction of 3-digit - 3-digit numbers using counting up; use counting up and solving back as strategies to perform mental subtraction; solve a given subtraction by counting up or counting back; Double and halve numbers up to 100 by partitioning; solve word problems involving doubling and halving; multiply numbers between 10 and 25 by 1-digit numbers using the grid method; divide multiples of 10 by 1-digit numbers using known tables facts; see the relation between multiplication and division

Design Technology

Mouldable materials – Can I make a volcano using mod-roc? Children will use wire to create an armature for a volcano structure. They will then use mod-roc to create a rocky texture for a volcano.

History

Changes in Britain – Who first lived in Britain?
 Children will learn about life for Stone-Age Man.

They will find out about hunting with spears, bows and arrows and knives made from flint stone. They will find out about growing and cooking food.

Science

Rocks – What do rocks tell us about the way the earth was formed?

Compare and group together different kinds of rocks on the basis of their simple physical properties. Relate the simple physical properties of some rocks to their formation (igneous or sedimentary).
 Describe in simple terms how fossils are formed when things that have lived are trapped within sedimentary rock.
Magnets – Are you attractive enough? Notice that some forces need contact between two objects, but magnetic forces can act at a distance. Observe how magnets attract or repel each other and attract some materials and not others. Compare and group together a variety of everyday materials on the basis of whether they are attracted to a magnet, and identify some magnetic materials. Describe magnets as having two poles.
 Predict whether two magnets will attract or repel each other, depending on which poles are facing.

Computing

Programming – Games in a new world Children will use Kodo programming software to create a new world for a game.
Handling data – Children will input data and present this data in ways to make it easy to understand. They will use this data to ask and answer questions about the information presented.

Geography

What makes the earth angry?
 Children will find out what a volcano is. They will locate volcanoes on a map. They will also find out how volcanoes impact on people's lives.

Religious Education

Creation stories-Compare and contrast different creation stories from Christianity, Judaism, Islam and Sikhism.
 Why are they important & how are they relevant today.

Physical Education

Games- Invasion Games continued.
Dance- Improvise freely. Use dynamic, rhythmic and expressive qualities.
Dance Gym

Visits/visitors' special events

Magna Science Museum - Sheffield