

HEROES AND VILLAINS

English : Discuss and record ideas. Discuss writing similar to that which they are planning to write in order to understand and learn from its structure, vocabulary and grammar. Compose and rehearse sentences orally progressively building a varied and rich vocabulary and increasing a range of sentence structures. in non-narrative material, using simple organisational devices [for example, headings and sub-headings] Assess the effectiveness of their own and others writing to suggest improvements. Discuss words and phrases that capture imagination. Articulate and justify arguments and opinions. Use spoken language to develop understanding through speculating, hypothesising, imagining and exploring ideas. Consider and evaluate different viewpoints. Participate in discussions, presentations, role play, improvisations and debates. Ask relevant questions to extend understanding and knowledge.

Maths

Use multiple of 5 and 10 bonds to 100 to solve additions and subtractions; add and subtract 1-digit numbers to and from 2-digit numbers. Compare and order 2- and 3- digit numbers; count on and back in 10s and 1s; add and subtract 2-digit numbers; solve problems using place value. Know multiplication and division facts for the 5, 10, 2, 4 and 3 times-tables; doubling and halving. Know and understand the calendar, including days, weeks, months, years; tell the time to the nearest 5 minutes on analogue and digital clocks; know the properties of 3D shapes. Comparing, ordering and understanding place value of 2- and 3-digit numbers; subtracting from 2- and 3-digit numbers; using prediction to estimate calculations

Science

Compare how things move on different surfaces and notice that some forces need contact between two objects. Observe how magnets repel and attract. Identify some magnetic materials. Describe magnets as having two poles. Predict whether two magnets will attract or repel each other depending on where the poles are facing. Work scientifically and observe closely using simple equipment.

Music

Play and perform in solo and ensemble contexts, using their voices and playing musical instruments with increasing accuracy, fluency, control and expression. Listen with attention to detail and recall sounds with increasing aural memory. Listen with attention to detail and recall sounds with increasing aural memory.

English Reading

Draw inferences such a characters feelings, thoughts and motives from their actions and justifying inferences with evidence. Use dictionaries to check the meaning of words just read. Check the text makes sense to them. Increase familiarity of a wide range of books and stories

MFL

French

Core vocabulary and phonetics.

P.E Use running, jumping, throwing and catching in isolation and in combination. Play competitive games modified where appropriate. Develop flexibility, strength and technique, control and balance. Compare their performances and demonstrate improvements.

R.E: Describe some religious ideas from stories and some basic religious beliefs Describe what messages and meanings are expressed through some religious symbols. Demonstrate some knowledge of the function of objects/placed/people with religious practices and lifestyles.

Computing: Use search technologies effectively, appreciate how results are selected and ranked and be discerning in evaluating digital content. Select and combine a variety of software on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data.

PSHE

Reflect on social, moral, cultural issues using imagination to understand people's experiences. Consider social and moral dilemmas. Recognise their worth as individuals. Talk and write about their opinions. Research and debate topical issues, problems and events.

History

Think about the lives of people living in other places and times and people with different values and customs.

Art and Design/ Design and Technology

Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials. Create sketch books to record observations.