

Peasants, Princes and Pestilence

English: Note and develop initial ideas, drawing on reading and research where necessary. In narratives, describe settings, characters and atmosphere and integrate dialogue to convey character and advance the dialogue. Identify the audience for and purpose of the writing, selecting the appropriate form and using other similar writing models for their own. Propose changes to grammar, vocabulary and punctuation to enhance effects and clarify meaning. Assess the effectiveness of their own and others' writing. Choose the writing implement that is best suited for a task. Use further organisational presentational devices to structure text and to guide the reader (e.g headings, bullet points, underlining). Perform their own compositions, using appropriate intonation, volume, and movement so that meaning is clear. Ensure correct subject and verb agreement when using singular and plural, distinguishing between the language of speech and writing and choosing the appropriate register. Select appropriate grammar and vocabulary, understanding how such choices can change and enhance meaning. Choose which shape of a letter to use when given choices and decide, as part of their personal style, whether or not to join specific letters.

Maths: Read, write, compare and order 5-digit numbers, understanding the place value and using < and > signs; add and subtract multiples of 10, 100 and 1000 to and from 5-digit numbers; use written addition to add two 4-digit numbers; sustain a line of enquiry; make and test a hypothesis. Add and subtract 2-digit numbers mentally; choose a strategy for solving mental additions or subtractions; solve word problems. Understand place value in decimal numbers; multiply and divide numbers with up to two decimal places by 10 and 100; multiply and divide by 0 and 100; add and subtract 0.1 and 0.01; multiply and divide by 4 by doubling or halving twice; use mental multiplication strategies to multiply by 20, 25 and 9. Revise converting 12-hour clock times to 24-hour clock times; find a time a given number of minutes or hours and minutes later; calculate time intervals using 24-hour clock format; measure lengths in mm and convert to cm; find perimeters in cm and convert cm to m. Solve subtraction using a written method for 3-digit numbers and for 4-digit numbers; use counting up (Frog) as a strategy to perform mental subtraction; find change from a multiple of ten pounds using counting up

English Reading: Discuss and evaluate how authors use language, including figurative language, considering the impact on the reader. Summarise the main ideas drawn from more than one paragraph, identifying key details that support the main ideas. Check that the book makes sense to them, discussing their understanding and exploring the meaning of words in context. Retrieve, record and present information from non-fiction. Distinguish between statements of fact and opinion. Identify how language, structure and presentation contribute to meaning.

Geography: Use maps, atlases, globes and digital/computer mapping to locate countries and describe features studied. Name and locate counties and cities of the UK, geographical regions and their identifying human and physical characteristics, key topographical features and land-use patterns; and understand how some of these aspects have changed over time.

Music

Play and perform in solo and ensemble contexts, using their voices and playing musical instruments with increasing accuracy, fluency, control and expression.

MFL

French

As well as counting up to 50, children will learn to discuss and describe themselves, their family members and pets.

P.E

Perform dances using a range of movement patterns. Develop flexibility, strength, technique, control and balance. Use running, jumping, throwing and catching in isolation and in combination. Play competitive games, modified where appropriate and apply basic principles suitable for attacking and defending.

R.E: Demonstrate some knowledge of key religious beliefs, ideas and explain how common/shared beliefs of what is right and wrong affect behaviour. Christmas- light as a symbol in some religious celebrations.

Computing:

Moving images

This term we will be making films based on our autumn term topic. We will be using I Movie to make create story boards and develop our own productions.

Science

Living things and their habitats including lifecycles. Identify scientific evidence that has been used to support or refute ideas or arguments. Record data and results of increasing complexity using scientific diagrams and labels, classification keys, tables, scatter graphs, bar and line graphs.

History:

Study an aspect or theme in British history that extends pupils' chronological knowledge beyond 1066.

Design and technology:

Select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities. Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques.