

Maths: NUMBER, ADDITION AND SUBTRACTION, ANGLES, TIME

- Place value up to 4 digits, comparing and ordering numbers, rounding to the nearest 10,100, 1000, rounding decimals
- Decimals (up to 2 decimal places) and fractions (tenths and hundredths)
- Addition and subtraction, including decimals
- Angles, lines and symmetry, classifying and sorting shapes
- Analogue time, 12 and 24 hour digital time

Science: ELECTRICITY

- Electrical appliances, mains vs battery, dangers/safety
- Electrical circuits, bulbs, buzzers, motors, switches
- Conductors and insulators
- Circuit diagrams
- Visit to Carr Hill Science department

PSHE

- Emotions, feelings: managing them and expressing

English: EXPLANATIONS

- Oral, visual and written explanations of a process, short presentations
- Time and causal connectives, paragraphing and grouping/linking ideas

FANTASY STORIES

- Effective description techniques: metaphors and similes, adverbial phrases
- Inferring characters thoughts, feelings, motives

PLAYSCRIPTS

- Developing characterisation using emphasis, humour, atmosphere and suspense
- Intonation, tone, volume and expression
- Performing, combining action and dialogue

This term's topic is
Sparks Might Fly!

Music:

- Composing music
- Improvisation
- Electronic sounds

PE

- Swimming
- Water safety
- Invasion Games—basketball and rugby

ICT:

- Sequence and commands
- Input and output
- Logical reasoning to detect and correct errors

RE

- Judaism
- Visit to a synagogue

Design and Technology:

- Product design and testing
- Making an electrical gadget
- Fitness for purpose and user
- Using ICT in product control
- Key events and individuals in DT