Half Term Overview
Autumn 1
Oak Class

English

A Monster Calls by Patrick Ness
This half term we will be writing a Tale of Fear, persuasive writing and non-chronological reports.
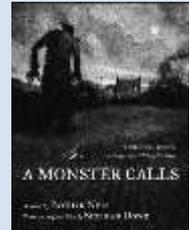This is the grammar we will be focussing on:
Adjectives and adverbs
Figurative language (personification, metaphor, hyperbole, onomatopoeia)
Synonyms and antonyms
Speech marks and reported clauses
Sub-heading, headings and captions

Maths

Place Value
Step 1 Numbers to 1,000,000
Step 2 Numbers to 10,000,000
Step 3 Read and write numbers to 10,000,000
Step 4 Powers of 10
Step 5 Number line to 10,000,000
Step 6 Compare and order any integers
Step 7 Round any integer
Step 8 Negative numbers

Addition, subtraction, multiplication and division
Step 1 Add and subtract integers
Step 2 Common factors
Step 3 Common multiples
Step 4 Rules of divisibility
Step 5 Primes to 100
Step 6 Square and cube numbers
Step 7 Multiply up to a 4-digit number by a 2-digit number
Step 8 Solve problems with multiplication
Step 9 Short division
Step 10 Division using factors
Step 11 Introduction to long division
Step 12 Long division with remainders Step 13 Solve problems with division
Step 14 Solve multi-step problems
Step 15 Order of operations
Step 16 Mental calculations and estimation
Step 17 Reason from known facts

Religious Education

Family – Do you have to earn love?
My Family and how I show love
What does unconditional love mean?
Prayer and reflection in relation to love
Forgiveness and mercy
God's love is never ending and enduring
We will be looking at Psalms, Scriptures and parables to explore this key question

Science

The Human Circulatory System
Can I describe what the human heart is and what it does?
Can I understand and model what blood is and what it does?
Can I describe blood vessels are and what they do?
Can I show how water and nutrients from food travel through the body?
Can I plan and present information about the circulatory system?

History

An in-depth study of empires and civilisations
To understand the concept of an empire and its impact.
To compare ancient civilisations.
To investigate the role and development of parliaments.
To explore the social hierarchy and role of peasantry.
To analyse the impacts of different empires on conquered regions.
To evaluate the legacy of empires and civilisations today.

Art

Drawing – Make My Voice Heard
To explore expressive drawing techniques.
To consider how symbolism in art can convey meaning.
To apply understanding of the drawing technique chiaroscuro.
To apply an understanding of impact and effect to create a powerful image.

PSHE

Understand that everyone can expect a level of respect but this can be lost.
Understand what respect is and how they should be respected.
Understand how stereotypes influence our ideas and opinions.
Understand a range of stereotypes and share this information effectively.
Create a resolution guide that includes strategies to manage conflicts and describes situations where conflict is likely to arise.
Understand the term grief and describe some of the associated emotions.

Music

All the learning in this unit is focused around one song: Happy, a Pop song by Pharrell Williams
This unit contains all the classic teaching resources you would expect but with upgrades. These include new Listen & Appraise apps; new progressive Warm-up Games, Flexible Games and improvisation resources, and a new compose tool. Perform with more options too!

PE

This half term we will be covering badminton and netball
Badminton will look at forehand and backhand shots and demonstrating simple net game tactics.
Netball will encourage consistency, accuracy and control with passing and catching.

Computing

Coding
To design a playable game with a timer and a score.
To plan and use selection and variables.
To understand how the launch command works.
To use functions and understand why they are useful.
To understand how functions are created and called.
To use flowcharts to test and debug a program.
To create a simulation of a room in which devices can be controlled.
To understand the different options of generating user input in 2Code.
To understand how user input can be used in a program.
To understand how 2Code can be used to make a text-based adventure game.

French

A l'ecole