




Maths	English	RE	Science	Computing
<ul style="list-style-type: none"> <li>Area</li> <li>Fractions</li> <li>2D &amp; 3D shape</li> <li>Statistics</li> <li>Place value</li> </ul>	<ul style="list-style-type: none"> <li>Letters, both fiction and non-fiction</li> <li>Modern Classic: The Iron Man</li> <li>SPAG: verbs, adverbs, adverbial phrases</li> </ul> <p><i>Class Novel:</i> <i>Green Wild</i></p>	<p><u>Dialogue &amp; Encounter</u></p> <p>The conversion of Saul Paul's mission Paul's letters The Catholic church The Five Pillars of Islam The holy month of Ramadan</p>	<p><u>Experiments and investigations</u></p> <p>Using a range of skills to find answers to questions.</p>	<p><u>Programming</u></p> <p>Using Scratch to make quizzes <i>(continued)</i></p> <ul style="list-style-type: none"> <li>Change Sprite / background</li> <li>Add effects</li> <li>Debugging</li> </ul>
PE	PSHE	 <p>Gospel Value: RESPECT</p>	Music	French
<p><u>Athletics</u></p> <p>Skills to improve throwing, running and jumping.</p> <p><u>Striking &amp; Fielding - rounders</u></p> <p>Throwing and catching skills and importance of teamwork.</p> <p>PE days: Mon &amp; Tues</p>	<p><u>Growing and Changing</u></p> <p>Dealing with feelings and changes.</p>		<p><u>Sing Up unit: Fanfare for the common man</u></p> <p>Listen and appraising a range of songs. Play instruments with the songs.</p>	<p><u>Les vêtements</u> <i>(continued)</i></p> <p><u>Je me presente</u></p> <p>Start to create sentences of their own using a range of personal details including name, age, where they live and nationality.</p>
Art	DT	History	Geography	Dates for the diary
	<p><u>Textiles</u></p> <p>Cushion making. Joining material. Investigate, design, make &amp; evaluate.</p>	<p><u>Vikings &amp; Anglo-Saxons</u> <i>(continued)</i></p> <p>Viking Life Laws &amp; Justice Last Anglo-Saxon Kings</p>		<p>23.06.25 Assessment Week</p> <p>14.07.25 Transition Day</p> <p>16.07.25 Reward afternoon</p> <p>17.07.25 Bring toys to school</p> <p>18.07.25 Last day - pick up at 1pm</p>