



2019/20

MATHEMATICS

Number/Calculation

- Learn 3x, 4x and 8x tables.
- Secure place value to 100.
- Mentally add and subtract units, tens or hundreds to numbers of up to 3 digits.
- Written column addition and subtraction
- Solve number problems, including: addition, subtraction, multiplication and simple division and missing number problems.
- Use commutativity to help calculations.

Geometry and Measures

- Measure and calculate with metric measures.
- Measure simple perimeters.
- Add/subtract using money in context.
- Use Roman numerals up to XII; tell time.
- Calculate using simple time problems.
- Draw 2-d shapes/Make 3-d shapes.
- Identify and use right angles.
- Identify horizontal, vertical, perpendicular and parallel lines.

Fractions and decimals

- Use and count in tenths.
- Recognise, find and write fractions.
- Recognise some equivalent fractions.
- Add/subtract fractions up to <1 .
- Order fractions with common denominator.

Data

- Interpret bar charts and pictogram.

COMPUTING

- Design and write programs to achieve specific goals, including solving problems.
- Use logical reasoning.
- Understand computer networks.
- Understand how to keep ourselves safe online.
- Collect and present data using databases.
- Learn about sending email and attachments.

SCIENCE

- Plants: including parts, lifecycle and requirements for life.
- Animals: skeletons and nutrition.
- Classification of rock types.
- Simple understanding of fossilisation.
- Sources of light; shadows and reflections.
- Simple forces, including magnetism.

ART & DESIGN

- Develop basic skills such as drawing, painting, pattern, colour and sculpture with varied materials.
- Develop observational drawing techniques such as colouring, shading, hatching, tint and colour.
- Learn about great artists, architects and designers such as Van Gogh, Picasso and Ancient Greek designers.
- Explore Neolithic art and cave painting.

ENGLISH

Reading

- Use knowledge to read 'exception' words.
- Read range of fiction and non-fiction.
- Use dictionaries to check meaning.
- Prepare poems and plays to perform.
- Check own understanding of reading.
- Draw inferences and make predictions.
- Retrieve and record information from non-fiction books.
- Discuss reading with others.

Writing

- Use prefixes and suffixes in spelling.
- Use a dictionary to confirm spellings.
- Write simple dictated sentences.
- Use handwriting joins appropriately.
- Plan to write based on familiar forms.
- Rehearse sentences orally for writing.
- Use varied rich vocabulary.
- Create simple settings and plot.
- Assess effectiveness of own and others' writing.

Grammar

- Use a range of conjunctions.
- Use present perfect tense.
- Use a range of nouns and pronouns.
- Use time adverbials.
- Introduce speech punctuation.
- Use adverbs and adverbials.
- Know language of clauses.

Speaking and Listening

- Give structured descriptions.
- Participate actively in conversation.
- Consider and evaluate different viewpoints.

GEOGRAPHY

- Locate and name vegetation belts across the UK and how these have changed from Stone Age time.
- Identify and focus on key physical and human features in the UK and other countries such as Greece and Cyprus.
- Use 8 points of the compass, symbols and keys.
- Describe and understand how rivers, mountains and volcanoes, affect the environment.
- Locate and compare the Northern and Southern hemispheres.

HISTORY

British History (taught chronologically)

- **Stone Age to Iron Age Britain**, including: hunter-gatherers and early farmers, Bronze age religion, technology and travel, Iron age hill forts.
- **Tudors**, including: How Henry VIII influenced change, whether an event or person had a positive or negative impact and using research to answer historical questions.

Broader History Study

- A study of **Ancient Greeks** - how their lives are similar or different to living in Cyprus now.

MODERN FOREIGN LANGUAGES

(German)

- Listen and engage.
- Ask and answer questions.
- Show understanding of words and phrases.
- Appreciate stories, songs, poems and rhymes.
- Develop appropriate pronunciation.

MUSIC

- Compose sound effects to represent parts of a story.
- Learn about the pentatonic scale.
- Sing with an awareness of pulse and pitch.
- Perform simple rhythmic patterns on tuned and un-tuned percussion instruments.
- Understand and use some common musical terms – pulse, rhythm, pitch, dynamics, tempo.
- Know which instruments belong to which family.
- Learn how to play the violin (WOPPS).

DESIGN & TECHNOLOGY

- Use research criteria to develop products which are fit for purpose, such as photo frames.
- Use annotated, labelled designs to explain ideas.
- Make, model and communicate ideas.
- Evaluate existing products and improve own work.
- Use mechanical systems such as pneumatics to make a moving monster.
- Prepare and cook mainly savoury dishes for a Greek feast.
- Simple sewing skills.

PHYSICAL EDUCATION

- Use running, jumping, catching and throwing in isolation and in combination.
- Play competitive games such as hockey, tag rugby, kwik cricket and rounders etc.
- Develop flexibility and control in gym, dance and athletics.
- Increase swimming proficiency.
- Compare performances to achieve personal bests, e.g. circuits and FUNS.

RELIGIOUS EDUCATION

- Explore, discuss and reflect on the meaning of some religious and moral stories and writings, placing them in the context of the belief system.
- Investigate and suggest meanings for celebrations, worship and rituals, identifying similarities and differences, e.g. baptisms.
- Identify how commitment to a religion or belief is shown in a variety of ways.