



Spring term Machines



Mathematics

- Multiplication and Division - recall and use facts for the 3, 4 and 8 multiplication tables, use knowledge of place value to find answers eg. 3×40 , formal written methods of multiplication, missing number problems.
- Statistics – Accurately reading pictograms, bar charts and pictograms and analysing data.
- Money – Converting pounds to pence, counting money totals, adding and subtracting amounts of money.
- Fractions – identify unit and non-unit fractions, tenths as decimals, making a whole, fractions on a number line, finding fractions of amounts.

Science

Light

- notice that light is reflected from surfaces
- recognise that shadows are formed when the light from a light source is blocked by an opaque object
- find patterns in the way that the size of shadows change

Forces and Magnets

- observe how magnets attract or repel each other and attract some materials and not others
- compare and group together a variety of everyday materials on the basis of whether they are attracted to a magnet, and identify some magnetic materials

Religious Education

Hinduism

Understand and explore:
Hindu stories, Pilgrimage, Holi festival and symbols and their meaning.

Islam

Understand and explore:
The 5 pillars of Islam, mosques, the Qur'an, story of Muhammad.

PSHE

- New Year, new you
- The importance of healthy eating and exercise
- Managing emotions
- Think before you speak.
- Thrive based activities

P.E.

Gymnastics

- Improve the quality of their actions, body shapes and balances and use of apparatus

Multi-skills

- Recognise the short term effects of exercise on the body during different activities
- Improve co-ordination in a range of drills relevant to a range of sports.

English

Narrative Character – Dragon Machine - Extend sentences with conjunctions, adverbs and prepositions to express time and cause, use direct speech

Chronological Report – Profile an Engineer - Use devices such as headings and sub-headings, use apostrophes for possession.

Instructions – How to make an Eco-car - Compose and rehearse sentences orally, assess effectiveness of their writing and make improvements.

D&T / Art

Design - Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups.

Make - 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

Technical knowledge - apply their understanding of how to strengthen, stiffen and reinforce more complex structures.
- understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages]

Evaluate - Understand how key events and individuals in design and technology have helped shape the world.

Geography/History

- Study of an aspect or theme in British history that extends pupils' chronological knowledge beyond 1066 – Industrial revolution

Computing

Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.

Music

- Play and perform in solo and ensemble contexts, using their voices with increasing accuracy, fluency, control and expression
- Listen with attention to detail and recall sounds with increasing aural memory.

MfL – French

- Understand and use conjunction 'ou'
- Construct a question sentence using 'c'est' and 'ou'
- Reply to an oral question using 'oui' and 'non'
- Learn/revise to speak, read and write numbers 7-10