

Mathematics programme of study:**Ratio**

Add or multiply?
Use ratio language
Introduction to the ratio symbol Ratio and fractions
Scale drawing
Use scale factors
Similar shapes and Ratio problems

Algebra

Function and 2-step function machines
Form expressions
Substitution
Formulae
Form equations
Solve 1/2-step equations
Find pairs of values
Solve problems with two unknowns

Decimals

Place value within 1
Place value – integers and decimals
Round decimals
Add and subtract decimals
Multiply by 10, 100 and 1,000 Divide by 10, 100 and 1,000
Multiply decimals by integers and divide decimals by integers
Multiply and divide decimals in context

Fractions, decimals and percentages

Decimal and fraction equivalents
Fractions as division
Understand percentages Fractions to percentages
Equivalent fractions, decimals and percentages
Order fractions, decimals and percentages
Percentage of an amount

Area, perimeter and volume

Shapes – same area
Area and perimeter of any triangle or parallelogram
Volume – counting cubes and volume of a cuboid

Full information is published on our website.

English**Skellig**

Overall aims of this teaching sequence:
To engage children with a story with which they will empathise
To enjoy an exciting story with memorable characters •To draw inferences about characters' feelings, thoughts and motives from their actions •To explore themes and issues, and develop and sustain ideas through discussion• To develop creative responses to the text through drama, storytelling and artwork• To write in role in order to explore and develop empathy for characters•To write with confidence for real purposes and audiences

Goodnight Mister Tom

Overall aims of this teaching sequence. • To engage children with a story with which they will empathise. • To explore themes and issues, and develop and sustain ideas through discussion, enabling children to make connections with their own lives. • To develop creative responses to the text through drama, storytelling and artwork. • To compose poetry. • To write in role in order to explore and develop empathy for characters. • To write with confidence for real purposes and audiences.

GRAMMAR and PUNCTUATION

Identify whether a sentence is in the simple present, past or future tense, the present, past or future progressive tense or the perfect present, past or future tense.
Say a verb fully conjugated in all tenses.

Learn definition of and identify a sentence that is:

active/passive

Investigate a word family and revise function of an apostrophe to show contraction/possession

Spellings

Adding suffixes beginning with vowel letters to words ending in -fer

Words with a long /e/ sound spelt 'ie' or 'ei' after c (and exceptions)

Word families based on common words, showing how words are related in form and meaning

Words with endings which sound like /shuhl/ after a vowel letter

Words with a 'soft c' spelt /ce/ Word families

Full information is published on our website.

International Primary Curriculum**Fairgrounds**

In Science, we'll be learning about:

- The relationship between forces and movement
- Newton's laws of motion
- Measuring forces with a Newton meter including gravity
- How loops work on rollercoasters
- Friction when different surfaces meet
- Centripetal and centrifugal forces
- Potential and kinetic energy in elastic bands
- Simple machines
- Magnets and magnetism
- Series and parallel circuits
- Creating special effects with our knowledge of light
- The properties of sound.

In Design Technology and Innovation, we'll be learning about:

- Designing fairground attractions that use mechanisms and simple machines

World War Two

- Learn about the events leading up to the outbreak of the Second World War.
- Understand the impact of the war on our own locality.
- Construct informed responses that involve thoughtful selection and organisation of relevant historical information.
- Understand the different roles both men and women performed throughout the Second World War.
- Discuss how the Blitz was more or less dangerous than other periods from the past.
- Answer questions about the people involved in the Second World War from around the world.
- Name and locate counties and cities in the UK.
- Understand why children were evacuated from particular cities in the UK because of their location and land use.

Computing

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 create and debug code. • To create a simulation of a room in which devices can be controlled. • To understand how user input can be used in a program. • To understand how 2Code can be used to make a text-adventure game.

<p>R.E.</p> <p>Describe and make connections between different features of religions</p> <p>Describe and understand links between stories and communities</p> <p>Describe a range of beliefs, symbols and actions.</p> <p>Explain why there are different groups of Christians.</p>	<p>P.E.</p> <p>Play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and apply basic principles suitable for attacking and defending</p>	<p>Music</p> <p>Drumming</p> <p>Play and perform in solo and ensemble contexts, using their voices and playing musical instruments with increasing accuracy, fluency, control and expression.</p> <p>Improvise and compose music for a range of purposes using the inter-related dimensions of music</p>	<p>French</p> <p>Prepare and practise simple conversations, using familiar vocabulary and structures in new contexts</p> <p>Listen and respond to simple rhymes, stories and songs</p> <p>Listen attentively and understand instructions, everyday classroom language and praise words</p>
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