

Religious Education Church – To know has a vision for every family and that Jesus too was part of a family. **Journeys** to begin to understand the Christian family’s journey through the church’s year. **Energy** to know of the wonder and power of the Holy Spirit and to learn about the gifts of the Holy Spirit.

Sacrament – Promises to understand the meaning of the promises made at Baptism **Listening & sharing**, to understand that we are listening to the word of God and when we are sharing in Holy Communion **Choices**, to understand the importance of conscience in making choices.

Christian Living – Visitors, To know and understand Advent is a time of waiting for the coming of Jesus. **Giving All**, to begin to understand Lent is a time to remember Jesus’ total giving. **Special Places**, to learn about the special places for Jesus and the Christian community.

DESIGN TECHNOLOGY
Design and make our own products.
Evaluate existing products and improve own work
Use mechanical systems in own work
Understand seasonality; prepare and cook mainly savoury dishes

GEOGRAPHY
Name and locate the world’s continents and oceans
Compare local area to a non-European country
Use basic vocabulary to describe a less familiar area
Use aerial images and other models to create simple plans and maps, using symbols
Use simple fieldwork and observational skills to study the immediate environment

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
Learn and recite aloud poetry
Recognise different forms of poetry
Identify themes and conventions
Retell fairy stories, myths and legends
Identify how vocabulary and structure contribute to language
Check own understanding of reading
Draw inferences and make predictions
Retrieve and record information for non-fiction books
Discuss reading with others
Handwriting
Use handwriting joins appropriately

ENGLISH
Writing
Write simple dictated sentences
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
Spelling
Use root words, suffixes and prefixes
Use dictionary to confirm spellings
Statutory spelling list for Y3 and Y4
Spoken Language
Give structured descriptions
Participate actively in conversation
Consider and evaluate different viewpoints

Grammar, punctuation and vocabulary
Use conjunctions, adverbs and prepositions to indicate time, place and cause
Use the same present perfect verb form
Punctuating direct speech
Use a range of conjunctions
Use time connectives
Know language of clauses

ART AND DESIGN
Use sketchbooks to collect, record and evaluate ideas
Improve mastery of techniques such as drawing, painting and sculpture with varied materials
Learn about great artists and architects.

HISTORY
Stone Age to Iron Age Britain, including:
Hunter-gatherers and early farmers
Bronze age religion, technology and travel
Iron Age hill forts
The Romans

MATHEMATICS
Number and place value
Secure place value to 100
Count in multiples of 4, 8, 50 and 100
Read and write numbers up to 1000 in numerals and in words
Solve number problems and practical problems using these ideas
Number: Multiplication & div
Write and calculate mathematical statements for multiplication and division using multiplication tables known
2 digit numbers x 1 digit numbers using mental and progressing to formal written

Number: Addition and subtraction
Add and subtract mentally 3 digit numbers
Add and subtract numbers with 3 digits, using written formal methods of columnar addition and subtraction
Solve problems with addition and subtraction
Recall and use addition and subtraction
Number: Multiplication & div
Know 3, 4 and 8x tables
Solve number problems, including multiplication and simple division and missing number problems
Use commutativity to help calculations

Fractions
Recognise, find and write fractions
Count up and down in tenths
Compare and order unit fractions with the same denominator
Add and subtract fractions with the same denominator within one whole
Recognise some equivalent fractions
Geometry: Position and direction
Identify and use right angles
Know two right angles = half turn; 3 = ¾ turn; 4 = complete turn
Identify horizontal, vertical, perpendicular and parallel lines

Measurement
Measure and calculate with metric measures
Measure simple perimeter of 2D shapes
Add/subtract using money in context
Tell and write the time from an analogue clock including using Roman numerals to XII and the 12 hour and 24 hour clock
Estimate/read time to the nearest minute with increasing accuracy
Calculate using simple time problems
Measure, compare, add and subtract lengths/mass, volume/capacity
Statistics
Interpret tables, bar charts and pictograms

MUSIC
Use voice and instruments with increasing accuracy, control and expression
Improvise and compose music
Listen with attention to detail
Appreciate wide range of live and recorded music
Begin to develop understanding of history
ICT – manipulating sampled sounds
Follow and create graphic scores
Use basic rhythmic notation

MODERN LANGUAGES
Listen and engage
Ask and answer questions
Speak in sentences using familiar vocabulary
Develop appropriate pronunciation
Show understanding of words and phrases
Appreciate stories, songs, poems and rhymes
Broaden vocabulary



SCIENCE
Working Scientifically: Read and spell scientific vocabulary correctly
Ask relevant questions, set up practical enquiries and fair tests
Take accurate measurements using standard units
Use results to record simple conclusions and make predictions
Biology
Plants, including parts, lifecycle and requirements for life
Animals: skeletons and nutrition

Chemistry
Classification of rock types
Simple understanding of fossilisation
Physics
Sources of light; shadows and reflections
Simple forces, including magnetism

COMPUTING
Design and write animation programs to achieve specific goals, solving problems
Begin to understand computer networks
Use internet safely and appropriately
Use search technology effectively

PHYSICAL EDUCATION
Use running, jumping, catching and throwing in isolation and in combination
Play competitive games, modified as appropriate
Develop flexibility and control in gym, dance and athletics
Compare performances to achieve personal bests