

English

Milo Imagines the World by Matt de la Pena (Picture book)

Krindlekrax by Philip Ridley (Power of Reading):

- to respond to an illustration
- to explore how words and pictures work together
- to plan and write a morality tale
- to compose and rehearse sentences
- to write a character description
- to write in role as a character
- to develop skills of inference
- to make inferences of characters' thoughts, feelings and motives from their actions
- to visualise, draw and annotate a scene from a story
- to perform role-plays
- to create a story map
- to develop empathy for characters and their dilemmas
- to recognise the added layers of meanings in drawings
- to explore how illustrations and text work together to create meaning
- to understand story structure
- to proof read writing for spelling and punctuation
- to use paragraphs to help organise writing
- to write legibly using the correct letter strokes, positioning and joining
- to use fronted adverbials to support the sequencing of writing

Mathematics

- To represent and partition numbers to 1000
- To represent and partition numbers to 10000
- To use place value to lay out column addition
- To use number facts accurately
- To work along a number line to 1000 and then 10000
- To compare numbers to 10000
- To order numbers to 10000
- To explore further Roman numerals
- To round numbers to the nearest 10, 100 and 1000
- To know that 10 hundreds are equivalent to 1 thousand
- To understand negative numbers
- To recognise the place value in a 4-digit number
- To use place value counters to explain a 4-digit number
- To use place value tables to explain a 4-digit number
- To calculate 1 more/1 less and 10 more/10 less
- To calculate 100 more/100 less and 1000 more/1000 less
- To add and subtract 1s, 10s, 100s and 1000s
- To add two 4-digit numbers with no exchange, one exchange and more than one exchange
- To subtract two 4-digit numbers with no exchange, one exchange and more than one exchange
- To estimate answers

Guided Reading: The BFG by Roald Dahl

Science

Salvation – Christianity

RE

- To know what makes

Living Things and their Habitats

- something a living thing

 To sort or classify animals or
- living things
 To explain what a vertebrate

and invertebrate is

- To recognise that environments change all the time
- To understand that some changes are not expected and can have a drastic effect

How does believing Jesus is their saviour inspire Christians to save and serve others?

- Talk about Jesus as a rescuer or superhero
- Recall some of the miracles that he performed
- Explain who Christians believe Jesus to be
- Describe some things
 Christians do as part of their faith to try and 'save' others
- Be able to talk about a Christian charity

PE

Fitness (Indoor):

- To recognise different areas of fitness and explore what your body can do.
- To develop speed and strength.
- To develop co-ordination.
- To develop agility.
- To develop balance.
- To develop stamina.

Handball

- To begin to throw and catch while on the move.
- To learn how to move towards goal or away from a defender.
- To develop accuracy when shooting.

History		 To be able to apply individual and team defending skills. To use a change of direction and speed to lose a defender and move into space. To maintain possession when in attack.
- To look at the timeline to		The Internet: - To describe how networks physically connect to other
show when Stone Age started and how it moves on to Iron Age. To explore how people survived in Stone Age by studying what they ate, how they farmed and tools they used.		networks - To recognise how network devices make up the internet - To outline how websites cabe shared via the World Wide Web (WWW) - To describe how content of
 To understand where Skara Brae and Stonehenge are and their importance to the Stone Age. To explore copper mining 		be added and accessed on the World Wide Web (WWW) - To recognise how the content of the WWW is
 and its importance to the Bronze Age. To understand how and why hillforts were developed in the Iron Age. 		created by people - To evaluate the consequences of unreliabl content
Art &DT	French	Music
Art: Autumn	- To revise different ways of greeting	Musical Structures
 To record observations in a sketch book To learn about Jackson Pollock, John Constable, Thomas Cole and Claude Monet To paint an image that represents details on a vegetable skin 	someone. - To be able to understand and respond to classroom commands and to ask questions. - To be able to describe where you live and to write and talk about rooms in my home.	 Musicianship Listen and Respond Singing Playing musical instrument Composing and Improving using basic notation Performing

Health & Wellbeing: Helping Others to Keep Safe

- To explain what safety is
- To talk about risks in our locality
- To know how to call for emergency help To understand what a 'habit' is and explain why habits can be hard to change