

English

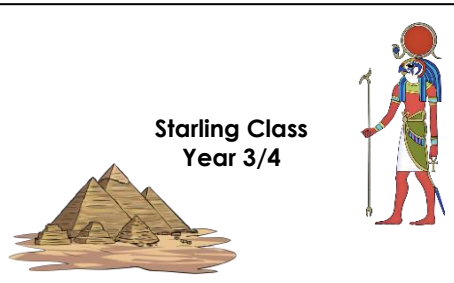
- **Fiction** – identify the features of a story and write a story in the style of an adventure narrative.
- **Non-Fiction** – identify the features of an advertisement and explore how rhetorical language can be used to engage the reader.
- **Poetry** – recognise the features of a poem and write a poem focusing on the changing seasons.
- **Grammar and Punctuation** – every English lesson focuses on teaching a specific grammatical skill that is applied to independent writing.
- **Reading Comprehension** – reading questions are based on the VIPERS approach (V – vocabulary, I – inference, P – predict, E – explain, R – retrieve, S – summarise)
- **Spelling** – a spelling frame is used to support pupils in learning to spell statutory words, including words with common suffixes and prefixes.
- **Handwriting** – to use cursive letters in all forms of writing with a focus on writing to develop and create an individual style of joined-up writing.

Maths

- **Multiplication and Division** – multiply two-digit numbers by one-digit numbers, multiply three-digit numbers by one-digit, scaling and finding different ways, written methods.
- **Length and Perimeter** – measure (mm and cm) and compare lengths, equivalent lengths, add and subtract lengths, perimeter of regular and irregular shapes.
- **Fractions** – understand denominators and numerators, order and compare mixed numbers, fractions on a number line, adding fractions.
- **Mass and Capacity (Y3)** – measure (g and kg) and compare mass, measure (ml and l) and compare capacity, add and subtract mass/capacity/volume.
- **Decimals (Y4)** – tenths as fractions and decimals, divide one-digit numbers by ten, hundredths as fractions and decimals, divide one or two-digit numbers by one hundred.
- **Fluency, Reasoning and Problem Solving** – in each Mathematics lesson, questions will be varied to develop fluency, reasoning and problem solving skills across the curriculum.

Science – States of Matter

- Understand the three states of matter (solid, liquid and gas) and their properties.
- Take accurate measurements using a thermometer.
- Explore changing states of matter by setting up and conducting a fair test.
- Understand the role of evaporation and condensation in The Water Cycle.



Starling Class
Year 3/4

History – Ancient Egyptians

- Develop an understanding of the chronology of Ancient Egypt.
- Discover what it was like to live in Ancient Egypt, including the use of Hieroglyphs.
- Understand what the Egyptians believed about God and the afterlife.
- Learn how the pyramids were constructed and their purpose.

Physical Education – Basketball

- Learning and practicing basic ball skills and passing to team members.
- Developing teamwork and communication.

Computing – Sequence in Music

- Testing and changing coding.
- Programme coding in Scratch.
- Evaluate the effect of coding.

Geography – Protecting Our Rainforests

- Understand the weather and climate in the rainforest.
- Describe the layers of the rainforest canopy and why animals live in different parts of it.
- Compare a forest in South America (The Amazon Rainforest) to a forest in the United Kingdom.
- Understand how to protect the rainforest and the importance of this.

PSHE

- Understand the importance of physical activity.
- Learn how to be safe on the internet.
- Recognise emotions and understand feelings.

Music – Dancing in the Street

- Listen and appraise.
- Play and compose using instruments and voices.
- Perform to a range of audiences.

MFL – French – Going Shopping

- Learn how to pronounce new vocabulary.
- Construct short sentences to engage in a conversation.

Religious Education

- Christianity – What is it like to follow God?
- Islam - How do festivals and worship show what matters to a Muslim?

Art and Design / Design Technology

- Explore the artwork created by the Ancient Egyptians.
- Create artwork inspired by a given style, using a range of colours and textures.
- Discover the products of Egyptian Engineering.
- Understand and make levers and linkages.
- Design and make a product that meets a specific design criteria, then evaluate the product.