

**English:**

**Fiction:-**

Writing in Role—participating in drama , character studies and writing in role

Story writing - telling stories using story language, ordering events, describing characters, writing a story set in an imaginary world.

Play scripts— looking at the features of a play script. Watching a play and creating a play script in pairs for a Dr Who episode.

**Non-fiction:-**

Instruction texts- looking at the features of an instruction text, writing an instruction text on how to make sushi.

Persuasive writing — looking at persuasive language. Creating our own persuasive text.

Geographical skills and fieldwork

-Use maps, atlases, globes and digital/computer mapping to locate countries and describe features studied.

Comparing locations

-Identify the location of Japan & its environment.

- Describe how Japan is similar or different to UK.

Science    Forces and Magnets

Compare how things move on different surfaces.

Notice that some forces need contact between two objects, but magnetic forces can act a distance

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.

Describe magnets as having two poles

Predict whether two magnets will attract or repel depending on which poles are facing

Light

Recognise that they need light in order to see things and that dark is the absence of light.

Notice that light is reflected from surfaces

Recognise that light from the sun can be dangerous and there are ways to protect their eyes.

Recognise that shadows are formed when the light from the light source is blocked by a solid object.

Find patterns in the way that the size of shadows change.

History

Investigate how jobs have changed over time due to developments in technology.

Identify how and why places & their industries have changed & how they may change in the future.

PE: Swimming

-Swim competently, confidently and proficiently over a distance of at least 25 metres.

Use a range of strokes effectively

Perform safe self-rescue in different water-based situations.

Tag rugby

Play competitive games, modified where appropriate, and apply basic principles suitable for attacking and defending.

Basketball

Play competitive games, modified where appropriate, and apply basic principles suitable for attacking and defending.

Music

Recorders- listening to each other, following music and following beats in a bar.

-listening to and reflecting on pieces of music

- composing music

Art

Compare ideas, methods & approaches in others' work.

Learn about visual elements: texture, line, tone, shape, form & space.

Collect visual and other information to help them develop their ideas.

DT

Understand and use mechanical systems in their products (for example, gears, pulleys, cams, levers and linkages)

Prepare a savoury dish using a variety of cooking techniques.

ICT—Coding

Learn how to combine start events and click event to use a simple game.

Learn how to program an object to move

Learn how to program buttons

Practice using time to program a sequence of actions and make simple animation

# Metal Mayhem

Lower KS2

Year 3 and Year 4

Spring Term 2016

RE: Christianity

How did Christianity come to Cornwall?

How Christianity came to Cornwall.

The Celtic Church and Celtic Christianity

The development of local celebrations

What do the stories of Jesus teach us?

A focus on the meaning and significance of stories

Maths

**Number and Place Value**—Read, write 3 digit numbers and know what each digit represents; count on a back in 10's, 50's and 100's.

**Mental Addition and subtraction**— Adding pairs of 2 digit numbers using partitioning.

**Mental Multiplication and Division**—Learn × and ÷ facts for times-tables and identify patterns. Multiply 2 and 3 digit numbers.

**Fractions**—identify fractions, finding equivalent fractions, placing fractions on a number line and finding fractions of amounts.

**Measures**—Recognise right angles, measure the perimeter of a 2D shape. Tell the time to the nearest minute. Tell the time on a 24 hour clock.

**Writing addition and subtraction**—use a number line to subtract, use the expanded column method to add 2 and 3 digit numbers.

**Written multiplication and division**— use the grid method to

French

Y3

Learning to say what they can do well and celebrate achievements and special occasions

Learn the parts of the body

Y4

Learn parts of the body

Responding to a song and giving instructions

Learn the names for sports

PSHE

Going for Goals and Resilience.

Good to be Me and

Responsible Learners.