

## English

**Spelling:** suffix -ly, ture - sure, ow, contractions, tion or -sion, ea, il/-al -cian/-sion/-, apostrophes, long vowel sound, Alphabetical order

**Reading:** Whole Class Book Talk

**Class book – Who Let the God's Out – Maz Evans**

**The White Stuff – Skeletons and Muscles**

**Weekly English Focus:** Non-chronological reports recounts.

- Introduce the shape symbols of a non-fiction reports.
- Understand that humans and some other animals have skeletons and muscles for support protection and movement.
- Similes, positive adjectives and snappy titles.
- Bullet points
- Time adverbials, rhetorical questions and noun phrases.
- Subheadings, direct address using technical vocabulary.
- Complex sentences.
- Precise verbs – onomatopoeia, action with humour.
- Sub-headings, precise adjectives and facts.
- Conditional 'if' sentences.

## Computing - Coding

- Understand what a flowchart is and how flowcharts are used in computer programming.
- Understand that there are different types of timers.
- Understand how to use the repeat command.
- Use coding knowledge to create a range of programs.
- Understand the importance of nesting.
- Design and create an interactive scene.
- E-safety.

## P.E – Game – Tag Rugby

- Understanding the need to move the ball forward.
- Judge when to move to avoid being tagged.
- Perform a range of ball handling skills.
- Find ways of managing sending and receiving.
- Explore a range of techniques to avoid being tagged.
- Communicate with others to score.

## Science – Animals Including humans

- Sort foods into food groups and find out about the nutrients that different foods provide.
- Explore the nutritional values of different foods by gathering information from food labels.
- Sort animal skeletons into groups, discussing patterns and similarities and differences.
- Carry out an investigation to test an idea about how the human skeleton supports movement.
- Explain how bones and muscles work together to create movement.
- Design and carry out my own investigation.

## Music Charanga – Let Your Spirit Fly

- Perform own part with increased control or accuracy when playing untuned instruments.
- Listen and play back.

# St. Lawrence - Term 1 It's All Greek to Me!

**How can we find out about the civilisation of Ancient Greece?**

**Can we thank the Ancient Greeks for anything in our lives today?**

## Religious Education

- Learn about our class saint.
- Harvest Festival

## Creation

- Describe why being called by name is important.
- Retell the story of Jonah **selecting the material** to show the key points.
- Use the words Prophet correctly.
- Describe how we are called by name at Baptism
- Ask and respond to questions about what Jonah felt when called by God.
- Ask and respond to questions about being called by name at Baptism.
- Have your own view on the question 'Was Jonah a good prophet?'

## Maths

### Year 3

- Representing numbers to 1,000
- Number lines to 1,000
- Comparing numbers
- Add and subtract 100s
- Add and subtract 3 digit and 2 digit numbers – crossing 100
- Add two 3 digit numbers – crossing 10 or 100.
- Subtract a 2 digit number from a 2 digit number
- Times tables – Recap on 10, 2, 5 – learn 3, 4, 8

### Year 4

- Count in 1,000.
- Partitioning
- Number lines to 10,000
- Comparing 4 digit numbers
- Roman Numerals
- Rounding to the nearest 10, 100, 1,000
- Add and subtract 3 digit numbers from 4 digit
- Times tables numbers – recap and learn up 12x12

## History

- Learn about the location, physical features and climate of modern Greece.
- Place Ancient Greece in time.
- Locate Ancient Greece, Athens and Sparta on a map.
- Learn that Ancient Greece consisted of city states.
- Identify some of the similarities and differences between life in Athens and Sparta.
- Infer information from artefacts about what life was like in Ancient Greece.
- Select and combine information from different sources about life in Ancient Greece.
- Use different sources to identify the most important achievements of Alexander the Great giving reasons.

## Art & Design

- Research Greek monuments, buildings and Pottery.
- Find out about Tom Cadden and his use of tone, texture and line to create hyper-realistic 3D drawings of both buildings and people. Compare to their own artwork, understanding which techniques they did and did not use.
- Create a clay jug, vase or bowl in the style of Ancient Greek potters, with particular focus on patterns and textures.