

English

- Instruction and explanation texts
- Fantasy novels
- Film and playscripts
- Daily reading - independent, shared and group
- Daily spelling activities
- Punctuation and grammar activities
- Reading comprehensions

Maths

- Place value including decimals.
- Reading and writing numbers up to 10,000
- Order numbers up to 1000
- Find the effect of multiplying and dividing a number by 10.
- Written addition and subtraction method, moving onto single step problem solving
- Knowing the names and properties of 2D shapes
- Telling the time to 5 minutes

Music

- Play and perform in solo and ensemble contexts, using their voices and playing musical instruments with increasing accuracy, fluency, control and expression.
- Appreciate and understand a wide range of high quality live and recorded music drawn from different traditions and from great composers and musicians

Art

- Draw/sketch products to help analyse and understand how products are made.
- Plan a sequence of actions to make a product.

History

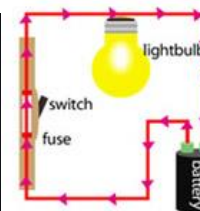
- History of inventors
- Famous inventions
- Learn about famous inventors and their place in History

PE

- Develop flexibility, strength, technique, control and balance
- Compare performances and demonstrate improvements
- Improve strength and endurance through activities
- Know the effects of exercise upon the body

R.E.

- Know and be able to retell stories about David;
- Know what they consider to be the qualities of good friendship;
- Be able to describe the impact of faith on people's lives.
- Be able to identify values they think are important



Sparks Might Fly

Hook: Wallace and Gromit invention videos

Experience: Heysham Power Station trip

Celebration: Creating and playing with electronic game boards

Christian value - Friendship

Science

- Identify common appliances that run on electricity.
- Construct a simple series electrical circuit, identifying and naming its basic parts, including cells, wires, bulbs, switches and buzzers.
- Identify whether or not a lamp will light in a simple series circuit, based on whether or not the lamp is part of a complete loop with a battery.
- Recognise that a switch opens and closes a circuit and associate this with whether or not a lamp lights in a simple series circuit.
- Recognise some common conductors and insulators, and associate metals with being good conductors.
- Know that electricity can be dangerous.
- Recognise electricity sources can be mains or battery.
- Know that batteries 'push' electricity round a circuit and can make bulbs, buzzers and motors work.
- Recognise that faults in circuits can be found by methodically testing connections.

Computing

- Internet safety and programming;
- Write programs that accomplish specific goals.
- Read what a sequence in a program does
- Use sequence, repetition and selection Use logical reasoning to detect and correct errors in programs.