

English

- Guided Reading using VIPERS every morning
- Creative writing as an opportunity to write independently
- Oracy skills through Talk for Writing
- Handwriting practice weekly
- Weekly Spellings
- Write to entertain: Monologues
- Writing our own diary entries

PE

- Give examples of net and wall games and know what these types of games involve;
- Demonstrate some effective footwork during footwork drills, such as moving in different directions and changing direction;
- Understand the importance of good footwork, movement and positioning in net and wall games, including the ready position; • roll a ball with some control and accuracy at a target;
- Throw a ball underarm with some control and accuracy at a target; • use throwing and catching skills in games involving precision and accuracy with some success; • control the ball using basic racket skills; • hit a ball along the ground with some accuracy using a tennis racket;

Science: Circuits and conductors

- 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.

Maths: Focus: Fractions / Mass

- Maths Passport 4 times a week.
- Year 3 - measure, compare, add and subtract lengths, mass and capacity.
- Year 4 - Learn to write both fractions ($\frac{1}{10}$ and $\frac{1}{100}$) and decimals (0.1 and 0.01)
- Recognise and write decimal equivalents of any number of tenths or hundredths
- Count up and down in tenths and hundredths

Computing: PowerPoint and Scratch

- To create a simple PowerPoint presentation to showcase a story.
- To tinker with scratch.
- To use loops.

Design and Technology: Torches

- To identify the features of torches and investigate their uses
- Investigate how to make an electrical circuit using different materials for switches
- To design a torch for a particular purpose

PSHE

- To be able to explain what consent is
- To begin to understand why consent is important
- Recognise the process for, and steps to getting advice and help
- Develop persistence in asking for help
- Explore ways they can help their community stay safe

Geography : Volcanoes

- To understand what a volcano is and where they are in the world.
- To explore what happens when a volcano erupts.
- To explore the features of volcanoes.
- To understand what tectonic plates are and what the 'ring of fire' is.
- To compare a volcanic area to a non-volcanic area
- To explore life in volcanic areas.

