

ENGLISH.

- Read, explore and write explanations about inventions and machines.
- Learn about the four different types of sentences and how to punctuate them accurately (statements, questions, exclamations and commands)
- Learn about different types of conjunction and practise using them in different ways.
- Focus further of description through looking at settings.

MATHS

Multiplication

- Multiply 2-digits by 1-digit (Y3)
- Multiply by 2, 5, 10 (Y2) and 3, 4, 8 (Y3)

Division

- Make equal groups by sharing and grouping
- Divide by 2, 5, 10
- Divide 2-digits by 1-digit (Y3)

- Odd and even numbers
- Scaling (Y3)

Statistics

Drawing and interpreting:

- Tally Charts
- Pictograms
- Block diagrams
- Bar Charts

HISTORY

- Look at da Vinci and the Wright brothers and identify the traits that made them great inventors of their time.
- Place inventions on a timeline.
- Explore and order transport through time.

PSHE - MONEY MATTERS

- Recognise how we obtain money and understand ways in which money can be used.
- Understand the importance of keeping money safe and what influences our choices when using money

DAHL

The Great Exhibition



Finale: 'Science Fair'

SCIENCE

- Understand that forces are pushes and pulls.
- Ask questions and answer them by planning and carrying out a fair test.
- Explore forces and discover that gravity and magnetism can act without contact.
- Test and sort items using magnets.
- Understand that magnets have 2 poles and how they behave.
- Create an activity that use magnetic force.

MUSIC

- Design and use untuned instruments.
- Use symbols to compose a piece of music.
- Perform a composition as part of a small group.

PE (JR)

- Copy and remember gymnastic actions and develop core stability and flexibility.
- Link 2 or more actions to make a sequence, showing changes of direction, speed and level.
- Travel by rolling forwards, backwards and sideways and include flight showing good control.
- Hold a position whilst balancing on and off the equipment.
- Sprint with good technique using the reversaboard and begin to use baton exchange.
- Use a 'push' action for throwing over greater distances.
- Jump in a number of different ways and land safely.
- Compete with others and aim to improve.
- Swim 20 metres or more unaided (Y3)
- Use more than one stroke and coordinate breathing as appropriate (Y3)
- Have a good understanding of water safety issues. (Y3)

COMPUTING

Programming using Logo and Scratch.

Create an algorithm to:

- move or rotate a turtle.
- use the repeat command.
- add sound
- change the backdrop and 'sprites'

ART/DT

- Use Da Vinci's parachute design to design and make parachutes.
- Have a go at doing technical drawings of a model.
- Make and test a range of paper aeroplanes.
- Design and make modes of transport using a rubber-band mechanism.
- Draw, design, make and present an invention.