



Music:

- Playing and performing in solo and ensemble contexts.
- Improvising and composing music for a range of purposes using the inter-related dimensions of music
- Listening with attention to detail and recall sounds with increasing aural memory
- Developing an understanding of the history of music.

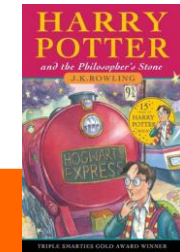
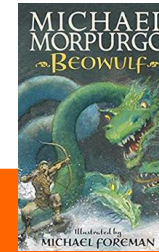
Science

- Summer 1:
- Recognising how living things have changed over time.
 - Identifying how animals and plants are adapted to suit their environment.
- Summer 2:
- Identifying how sounds are made and how they travel.
 - Testing how sounds can be absorbed.



Computing:

- Summer 1:
- Designing, writing and debugging programs that accomplish specific goals.
- Summer 2:
- Selecting, using and combining a variety of software (including internet services) on a range of digital devices.



English:

- To write descriptions of characters in Beowulf, including Grendel and the Sea-Hag.
- To write diary entries from different characters' perspectives which include informal language and a range of sentence structures.
- To write a short story containing Beowulf's next adventure.
- To describe characters and settings in Harry Potter and the Philosopher's Stone.
- To use the conventions of playscripts to rewrite a chapter of Harry Potter and the Philosopher's Stone with a view to it being performed.

Geography:

- Using maps, atlases and globes to locate where the Anglo-Saxons, Vikings and Normans came from.

CLASS 3

Summer -Castles

Why did the Normans build castles?

History:

- Finding out who the Anglo-Saxons, the Vikings and the Normans were and why they invaded Britain.
- Learning about famous people of the time – Edward the Confessor, Alfred the Great and William the Conqueror.
- Exploring and comparing Anglo-Saxon, Viking and Norman homes.
- Learning about the Battle of Hastings.
- Considering why Normans built castles and which ones are still standing today.

Art:

- Studying the Bayeux Tapestry and learning about why it was made.
- Using the tapestry as a stimulus for their own artwork.

Design and Technology:

- Generating, developing, modelling and communicating ideas.
- Selecting materials to construct a product.
- Evaluating the product.

PSHE:

- Respecting equality and diversity.
- Understanding the importance of protecting the environment.
- Learning about where money comes from and how to manage it effectively.

R.E:

- Learning about the Bible.
- Exploring forgiveness in Buddhism and Judaism.

PE:

- Cricket
- Athletics
- Tennis
- Rounders

Maths:

Measurement

- Convert between different units of measure
- Read, write and convert time between analogue and digital 12- and 24-hour clocks
- Use all four operations to solve problems involving measure (e.g. money)

Properties of shape

- Compare and classify geometric shapes based on their properties
- Identify acute, obtuse and reflex angles
- Draw angles and measure them in degrees
- Identify angles at a point and on a straight line
- Identify lines of symmetry
- Name parts of circles

Statistics

- Interpret and present data using bar charts, time graphs, line graphs and pie charts.
- Complete, read and interpret information in tables, including timetables.
- Calculate and interpret the mean as an average.

