

English

Explore the features of text types; use conjunctions and different sentence types; use fronted adverbials and complex sentence openers; use correct punctuation for speech; proofread and edit writing.

Write fairy tales/stories from other cultures based on 'The Egyptian Cinderella', reviews of books and venues, and persuasive brochures about Egypt.

RE

What does it mean to be a Hindu in Britain today?

Explore the meaning and significance of the Aum symbol; know the 3 main gods; explore shrines and their meaning; know what 'puja' means; recognise symbolic actions in worship; know some features of Hindu places of worship.

Maths

Multiplication and division

Multiply and divide by 3, 4, 6, 7, 8, 9, 11 and 12; recall times table facts up to 12 times table; use related facts to solve multiplication calculations; multiply 3 numbers; recognise and use factor pairs; use short multiplication and division; apply multiplication and division to scaling and correspondence problems.

History

What was it like to live in Ancient Egypt compared to now?

Explore where and when the Ancient Egyptians lived; explore the importance of the River Nile to the Ancient Egyptians; understand how we know about the Ancient Egyptians; explore the importance of the pharaohs; explore the achievements of the Ancient Egyptians.

PSHE

What are families like?

Understand how families differ from each other; recognise how common features of family life often include shared experiences; know that people within families should care for each other; know how to ask for help or advice about my family relationships.

Walk like an Egyptian

Spring 1



Geography

What was it like to live in Ancient Egypt compared to now?

Explore where the Ancient Egyptians lived; understand the importance of the River Nile to ancient and modern Egyptians; understand settlement and economic development in Egypt; draw scaled plans; draw sketch maps with a key.

Art

Drawing/printing

Compare different styles of portraits; evaluate artists work; develop use of scale and proportion when drawing portraits; add detail to features; create polystyrene printing tiles with; evaluate my own artwork.

Science

Rocks, fossils and soils

Know what light is and what it does; identify light sources; understand how light helps us see; know that some materials reflect light better than others; find out how shadows are made and how they can change.

MFL

Explore language through stories: Le Petit Bateau Rouge; write sentences and ask questions about the weather; use dictionaries for spelling and translation.

Computing

Programming: Repetition in Games

Explore the use of 'loops' in programming with Scratch.

Design and create a game which uses repetition, applying stages of programming design throughout.

Music

Developing notation

Respond to music; use glockenspiels to improvise and compose; use different forms of notation to record compositions; sing in unison with expression.

PE/COJO

Real PE: *Social* - Dynamic Balance skills, teamwork, games and personal bests.

Commando Joe's: using resilience and teamwork to undertake a series of missions, based on the achievements of adventurers, such as Bear Grylls, and applying their dynamic balance skills.