

Literacy

Reading Comprehension

Work on inference skills and continue to improve decoding ability.

Narrative

Use detail and description in their writing.

Reinforce grammar and use a wide range of higher level punctuation.

Develop sentence structure, discussing subject and verb within a sentence and paragraphing.

Identify the features of legends.

Read and compare stories with familiar settings.

Identify and create settings, characters and plot

Read and write a variety of poetry.

Non-fiction

Organise paragraphs around a theme.

Listen to, and discuss, a range of poetry, including 'The Legend of King Arthur' by Thomas Percy.

Numeracy

Reinforce knowledge of all times tables from 2-12 up to 12x the number.

Mental calculation strategies incl. doubling and halving. Grid method and chunking.

Decimals and fractions: Count in fractional steps, find fractions of amounts. Equivalent fractions and simplifying fractions.

Place decimals on a line and compare.

Multiply and divide by 10/100; add and subtract 0.1 and 1.0

Multiplication and division facts. Factors and multiples.

Division with partitioning and remainders.

Column methods of addition and subtraction.

2D Shapes, angles and coordinates.

Art/DT

Print Anglo-Saxon patterns on fabric. Create jewellery.

Carve runes into soap.

Design and make a musical instrument.

Use sketchbooks to gather and revisit ideas.

TRADERS and RAIDERS



Spring Term 1

Miss Baldwin and Mr Dyer

French

Engage in simple conversations.

Learn general vocabulary including animals, weather, sports and clothing.

Learn simple French songs.

ICT

Mouse and keyboard features

Using presentation skills.

Exploring the use of PowerPoint to present information and storybooks.

Learning to insert hyperlinks

Music

Express views and opinions on different styles of music.

Play and perform in solos and groups using voice and other musical instruments.

Demonstrate fluency, control and expression.

PE

Identify and use different body parts to balance.

Demonstrate communication, working with a partner to perform a sequence of movements.

Explore dynamics of speed, height, and direction when travelling.

History

Understand the reason why the Romans left Britain.

Generate a timeline of the Dark Ages. Understand why the Anglo-Saxons came to Britain.

Read and analyse the legend of King Arthur.

Research the life and times of King Alfred.

Determine the effect of the Vikings' arrival.

Geography

Recognise the location of Britain's invaders on a map of Europe. Use maps to locate Saxon shore forts. Identify important British towns and

Science

States of Matter: identify, group and compare, solids, liquids and gases.

Observations with heating and cooling

Evaporation and condensation in the water cycle.

Using scientific evidence to support ideas answer questions. Investigate and record findings.