

Music:

Performing: Play and perform in solo and ensemble contexts, using their voices and playing musical instruments with increasing accuracy, fluency, control and expression. Play clear notes on instruments and use different elements in composition. Sing songs from memory with accurate pitch.

Listen: Listen with attention to detail and recall sounds with increasing aural memory. Listen carefully and recognise high and low phrases. Explain why silence is often needed in music and explain what effect it has.

Use and understand: Use and understand staff and other musical notations. Create repeated patterns with different instruments. Improve my work; explaining how it has been improved. Use notation to record and interpret sequences of pitches.

Appreciate: Appreciate and understand a wide range of high-quality live and recorded music drawn from different traditions and from great composers and musicians. Use musical words to describe a piece of music and compositions. Use musical words to describe what they like and do not like about a piece of music. Identify and describe the different purposes of music.

History of music: Develop an understanding of the history of music. Recognise the work of at least one famous composer – Gustav Holst.

Science

Light

Know that dark is the absence of light.

Know that light is needed in order to see and is reflected from a surface.

Know and demonstrate how a shadow is formed and explain how a shadow changes shape.

Know about the danger of direct sunlight and describe how to keep protected.

Earth and Space

Know what gravity is and its impact on our lives.

Know about the movement of the Earth and the planets relative to the sun; and the moon relative to the Earth.

Know and demonstrate how night and day are created

Describe the Sun, Earth and Moon (using the term spherical) .

Electricity

Identify and name appliances that require electricity to function.

Construct a series circuit.

Identify and name the components in a series circuit (including cells, wires, bulbs, switches and buzzers).

Know the function of a switch.

Know the difference between a conductor and an insulator; giving examples of each.

English:

Biography; Newspaper report;
Science-Fiction Story; Instructions

Computing

Year 3 : Touch typing; online safety; email; branching databases

Year 4: Online Safety; Spreadsheets; Writing for different audiences; Logo

PE

Year 3: Netball; Hockey; Healthy Happy Heart; (Forest School)

Year 4: Basketball; Hockey; Principles of Play; Ultimate Frisbee; (Forest School)

PHSE

Keeping myself safe, Rights and responsibilities.



Maths

Year 3

Multiplication and division

Money

Statistics

Length and Perimeter

Fractions

Year 4

Multiplication and Division

Area

Fractions

Decimals

History

History of the Space Race

To understand chronology:

Place events, artefacts and historical figures on a time line using dates.

Use dates and terms to describe events.

Art & Design:

Using Sketchbooks: Create sketch books to record their observations and use them to review and revisit ideas. Know how to use sketches to produce a final piece of art

Drawing:

Use sketchbooks to experiment with different texture.

Know how to use different grades of pencil to shade and to show different tones and textures.

Know how to use marks and lines to show texture in art

Study of great artists:

Know how to identify the techniques used by different artists.

Know how to compare the work of different artists.

Experiment with the styles used by other artists

Design & technology:

Designing:

Prove that a design meets a set criteria.

Design a product and make sure that it looks attractive

Choose a material for both its suitability and its appearance.

Use ideas from other people when designing.

Produce a plan and explain it.

Persevere and adapt work when original ideas do not work.

Communicate ideas in a range of ways, including by sketches and drawings which are annotated

Making:

Follow a step-by-step plan, choosing the right equipment and materials.

Select the most appropriate tools and techniques for a given task.

Work accurately to measure, make cuts and make holes.

Evaluating:

Explain how to improve a finished model.

Know why a model has, or has not, been successful.

Technical Knowledge:

Know how to strengthen a product by stiffening a given part or reinforcing a part of the structure.

Use a simple IT program within the design.

Religious Education

What do Hindus believe that God is like?

French

Names of fruit and food items; days of the week; months of the year; parts of the body;