

Numeracy

To know and use numbers

- Count in multiples of 2 to 9, 25, 50, 100 and 1000.
- Identify, represent and estimate numbers using different representations.
- Recognise the place value of each digit in a four-digit number.
- Solve number and practical problems with increasingly large positive numbers.

To multiply and divide

- Solve problems involving multiplying and dividing, including using the distributive law to multiply two digit numbers by one digit, integer scaling problems and harder correspondence problems (such as n objects are connected to m objects)
- Multiply two-digit and three-digit numbers by a one-digit number using formal written layout.
- Use place value, known and derived facts to multiply and divide mentally, including: multiplying by 0 and 1; dividing by 1; multiplying together three numbers.
- Recognise and use factor pairs and commutativity in mental calculations.
- Recognise and use the inverse relationship between multiplication and division and use this to check calculations and solve missing number problems.
- Recall multiplication and division facts for multiplication tables up to 12×12 .

To use measures

- Find the area of rectilinear shapes by counting squares.

Fractions (including decimals, percentages, ratio and proportion)

- Recognise, find and write fractions of a discrete set of objects: unit fractions and non-unit fractions with small denominators.
- Recognise and use fractions as numbers: unit fractions and non-unit fractions with small denominators.
- Count up and down in tenths; recognise that tenths arise from dividing an object into 10 equal parts and in dividing one-digit numbers or quantities by 10.
- Count up and down in hundredths; recognise that hundredths arise when dividing an object by one hundred and dividing tenths by ten.
- Compare and order unit fractions and fractions with the same denominators.
- Recognise and show, using diagrams, families of common equivalent fractions.
- Recognise and write decimal equivalents of any number of tenths or hundredths.
- Recognise and write decimal equivalents to $1/4$, $1/2$, $3/4$.

Rainforests & Fables

Literacy

- Identifying features of Fables.
- Retelling a fable.
- Writing own fables.
- Identifying characteristics of fable characters.
- Identifying morals and their meanings.
- Write instructions.
- Write a setting description for the rainforest.
- Write a persuasive letter about deforestation.
- Write an information text about the rainforest layers.
- Create a holiday brochure.

SPAG

- Use organisational devices such as headings and sub headings.
- Use the perfect form of verbs to mark relationships of time and cause.
- Use connectives that signal time, shift attention, inject suspense and shift the setting.
- Use a mixture of simple, compound and complex sentences.
- Join letters, deciding which letters are best left un-joined.
- Write sentences that include: conjunctions, adverbs, direct speech (punctuated correctly), clauses and adverbial phrases.
- Make handwriting legible by ensuring downstrokes of letters are parallel and letters are spaced appropriately.
- Use prefixes and suffixes and understand how to add them.
- Spell further homophones and spell correctly often misspelt words.
- Use the first two or three letters of a word to check its spelling in a dictionary.
- Extending the range of sentences with more than one clause by using a wider range of conjunctions, including when, if, because, although.
- Using the present perfect form of verbs in contrast to the past tense.
- Choosing nouns or pronouns appropriately for clarity and cohesion and to avoid repetition.
- Using conjunctions, adverbs and prepositions to express time and cause.
- Use and understand grammatical terminology when discussing writing and reading: word family, conjunction, adverb, preposition, direct speech, inverted commas, prefix, consonant, vowel, clause, subordinate clause.

PE

Games including rugby

- Throw and catch with control and accuracy.
- Choose appropriate tactics to cause problems for the opposition.
- Follow the rules of the game and play fairly.
- Maintain possession of a ball (with, e.g. feet, a hockey stick or hands).
- Pass to team mates at appropriate times.
- Lead others and act as a respectful team member.
- Strike a ball and field with control.

Music

- Play notes on an instrument with care so that they are clear.
- Perform with control and awareness of others.
- Use the terms: duration, timbre, pitch, beat, tempo, texture and use of silence to describe music.
- Devise non-standard symbols to indicate when to play and rest.
- Recognise the symbols for a minim, crotchet and semibreve and say how many beats they represent.

Science

To work scientifically

- Ask relevant questions.
- Set up simple, practical enquiries and comparative and fair tests.
- Make accurate measurements using standard units, using a range of equipment, e.g. thermometers and data loggers.
- Gather, record, classify and present data in a variety of ways to help in answering questions.
- Record findings using simple scientific language, drawings, labelled diagrams, bar charts and tables.
- Report on findings from enquiries, including oral and written explanations, displays or presentations of results and conclusions.
- Use results to draw simple conclusions and suggest improvements, new questions and predictions for setting up further tests.
- Use straightforward, scientific evidence to answer questions or to support their findings.

To investigate sound and hearing

- Identify how sounds are made, associating some of them with something vibrating.
- Recognise that vibrations from sounds travel through a medium to the ear.

Computers

To communicate

- Use some of the advanced features of applications and devices in order to communicate ideas, work or messages professionally.

Art

To develop ideas

- Develop ideas from starting points throughout the curriculum.
- Collect information, sketches and resources.
- Adapt and refine ideas as they progress.
- Explore ideas in a variety of ways.
- Comment on artworks using visual language.

Collage

- Select and arrange materials for a striking effect.
- Ensure work is precise.
- Use coiling, overlapping, tessellation, mosaic and montage.

RE

- Present the key teachings and beliefs of a religion.
- Refer to religious figures and holy books to explain answers.
- Identify religious artefacts and explain how and why they are used.
- Describe religious buildings and explain how they are used.
- Explain some of the religious practices of both clerics and individuals.
- Identify religious symbolism in literature and the arts.
- Show an understanding that personal experiences and feelings influence attitudes and actions.
- Ask questions that have no universally agreed answers.
- Explain how beliefs about right and wrong affect people's behaviour.
- Describe how some of the values held by communities or individuals affect behaviour and actions.

French

- Read and understand the main points in short written texts.
- Read short texts independently.
- Use a translation dictionary or glossary to look up new words.
- Write a few short sentences using familiar expressions.
- Express personal experiences and responses.
- Write short phrases from memory with spelling that is readily understandable.
- Understand the main points from spoken passages.
- Ask others to repeat words or phrases if necessary.
- Ask and answer simple questions and talk about interests.
- Take part in discussions and tasks.
- Demonstrate a growing vocabulary.
- Describe with some interesting details some aspects of countries or communities where the language is spoken.
- Make comparisons between life in countries or communities where the language is spoken and this country.