

Traditional tales & Ancient Egyptians

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 add and subtract

- Add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate.
- Estimate and use inverse operations to check answers to a calculation.
- Solve problems, including missing number problems, using number facts, place value and more complex addition and subtraction.

To multiply and divide

- Solve problems involving multiplying and dividing
- 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.
- Recall multiplication and division facts for multiplication tables up to 12×12 .

To use measures

- Measure, compare, add and subtract: lengths (m/cm/mm); mass (kg/g); volume/capacity (l/ml).
- Measure the perimeter of simple 2-D shapes.
- Convert between different units of measure.
- Measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres.
- Estimate, compare and calculate different measures

Literacy

- To continue an alternative traditional tale after the opening paragraph.
- To change speech bubbles to direct and reported speech.
- Write an eye witness statement.
- Write a closing statement for prosecution and defence.
- Write a back story.
- Write a newspaper article.
- Write own alternative traditional tale.
- Write a play script.
- Write remembrance poems
- Write using persuasive features.
- Instructions on embalming.

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.
- 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.
- 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.
- Using fronted adverbials including comma.
- Using and punctuating direct speech.
- 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.

History

- Use evidence to ask questions and find answers to questions about the past.
- Use more than one source of evidence for historical enquiry in order to gain a more accurate understanding of history.
- Compare some of the times studied with those of other areas of interest around the world.
- Describe the social, ethnic, cultural or religious diversity of past society.
- Describe the characteristic features of the past, including ideas, beliefs, attitudes and experiences of men, women and children.
- Place events, artefacts and historical figures on a time line using dates.
- Use dates and terms to describe events.
- Use appropriate historical vocabulary to communicate.
- Use literacy, numeracy and computing skills to a good standard in order to communicate information about the past.

Art

- Develop ideas from starting points throughout the curriculum.
- Collect information, sketches and resources.
- Adapt and refine ideas as they progress.
- Comment on artworks using visual language.
- Replicate some of the techniques used by notable artists, artisans and designers.
- Create original pieces that are influenced by studies of others.
- Use a number of brush techniques using thick and thin brushes to produce shapes, textures, patterns and lines.
- Mix colours effectively.
- Use watercolour paint to produce washes for backgrounds then add detail.
- Experiment with creating mood with colour.

French

- Read and understand the main points in short written texts.
- Write a few short sentences using familiar expressions.
- 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.

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.
- Show an understanding that personal experiences and feelings influence attitudes and actions.
- Ask questions that have no universally agreed answers.

Music

- Sing from memory with accurate pitch.
- Sing in tune.
- Maintain a simple part within a group.
- Pronounce words within a song clearly.
- Show control of voice.
- Play notes on an instrument with care so that they are clear.
- Perform with control and awareness of others.

Computers

- Use specified screen coordinates to control movement.
- Set the appearance of objects and create sequences of changes.
- Create and edit sounds. Control when they are heard, their volume, duration and rests.
- Control the shade of pens.
- Specify conditions to trigger events.
- Use IF THEN conditions to control events or objects.
- Create conditions for actions by sensing proximity or by waiting for a user input.
- Use variables to store a value.
- Use the functions define, set, change, show and hide to control the variables.
- Use the Reporter operators to perform calculations.

PE

- Plan, perform and repeat sequences.
- Move in a clear, fluent and expressive manner.
- Refine movements into sequences.
- Show changes of direction, speed and level during a performance.
- Travel in a variety of ways, including flight, by transferring weight to generate power in movements.
- Show a kinesthetic sense in order to improve the placement and alignment of body parts (e.g. in balances experiment to find out how to get the centre of gravity successfully over base and organise body parts to create an interesting body shape).