

	<p style="text-align: center;"><b>Geography</b></p> <p><b>To investigate places</b>  <b>To investigate patterns</b>  <b>To communicate geographically</b></p> <p><u>Learning Opportunities</u>  Identify key geographical features of the countries of the United Kingdom, and show an understanding of how some of these aspects have changed over time.  Understand geographical similarities and differences through the study of human and physical geography of a region or area of the United Kingdom (different from that taught at Key Stage 1).  Use maps, atlases, globes and digital/computer mapping to locate countries and describe features studied.  Use the eight points of a compass, four-figure grid references, symbols and keys (including the use of Ordnance Survey maps) to build knowledge of the United Kingdom and the world.  Use a wide range of geographical sources in order to investigate places and patterns.  Use fieldwork to observe, measure and record the human and physical features in the local area using a range of methods, including sketch maps, plans and graphs and digital technologies.</p>	<p style="text-align: center;"><b>English Objectives</b></p> <p><b>To present neatly</b>  <b>To spell correctly</b>  <b>To punctuate accurately</b>  <b>To write with purpose</b>  <b>To use imaginative description</b>  <b>To organise writing appropriately</b>  <b>To analyse writing</b>  <b>To present writing</b>  <b>To read words accurately</b>  <b>To understand texts</b>  <b>To listen carefully and understand</b>  <b>To develop a wide and interesting vocabulary</b>  <b>To speak with clarity</b>  <b>To tell stories with structure</b>  <b>To hold conversations and debates</b></p>	<p style="text-align: center;"><b>Maths Objectives</b></p> <p><b>To know and use numbers</b>  <b>To add and subtract</b>  <b>To multiply and divide</b>  <b>To use fractions</b>  <b>To understand the properties of shapes</b>  <b>To describe position, direction and movement</b>  <b>To use measures</b>  <b>To use statistics</b>  <b>To use algebra</b></p>	<p style="text-align: center;"><b>Art and Design</b></p> <p><b>To develop ideas</b>  <b>To master techniques</b>  <b>To take inspiration from the greats</b></p> <p><u>Learning Opportunities</u>  Use experiences, other subjects across the curriculum and ideas as inspiration for artwork.  Develop and share ideas in a sketchbook and in finished products.  Improve mastery of techniques.  Learn about the great artists, architects and designers in history</p>
 <p style="text-align: center;"><b>Nature Detectives</b></p>		<p style="text-align: center;"><b>PSHE/RSE</b></p> <p>Twinkl Life Unit - Safety First(Y3)  Twinkl Life Unit - Be Yourself (Y4)</p>		
<p style="text-align: center;"><b>Design and technology</b></p> <p><b>To master practical skills</b>  <b>To design, make, evaluate and improve</b>  <b>To take inspiration from design throughout history</b></p> <p><u>Learning Opportunities</u>  Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups.  Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design.  Select from and use a wider range of tools and equipment to perform practical tasks, such as cutting, shaping, joining and finishing, accurately.  Select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities</p> <p><b>Cooking and nutrition</b>  Understand and apply the principles of a healthy and varied diet.  Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques.  Understand seasonality and know where and how a variety of ingredients are grown, reared, caught and processed.</p>	<p style="text-align: center;"><b>Science</b></p> <p><b>To work scientifically</b>  <b>To understand plants</b>  <b>To understand animals and humans</b>  <b>To investigate living things</b>  <b>To understand evolution and inheritance</b></p> <p><u>Learning Opportunities</u>  <b>Plants</b>  Look at the function of parts of flowering plants, requirements of growth, water transportation in plants, life cycles and seed dispersal.  <b>Evolution and inheritance</b>  Look at changes in animals over time.  Look at adaptation to environments.  Look at differences in offspring.  Look at adaptation and evolution.  Look at changes to the human skeleton over time.  <b>All living things</b>  Identify and name plants and animals  Look at classification keys.  Look at the life cycle of animals and plants.  Look at classification of plants, animals and micro-organisms.  Look at reproduction in plants and animals, and human growth and changes.  Look at the effect of diet, exercise and drugs.</p> <p><b>Eco Links - Climate/Human impact on environment/pesticides vs. bees</b></p>	<p style="text-align: center;"><b>RE</b></p> <p><b>To understand beliefs and teachings</b>  <b>To understand practices and lifestyles</b>  <b>To understand how beliefs are conveyed</b>  <b>To reflect</b>  <b>To understand values.</b></p> <p><u>Learning Opportunities</u>  Study the beliefs, festivals and celebrations of Christianity.  Study at least two other religions in depth. Choose from Buddhism, Hinduism, Islam, Judaism or Sikhism.  Study three of the major six religions not studied in depth in order to gain a brief outline.  Study other religions of interest to pupils</p>		
<p style="text-align: center;"><b>Computing</b></p> <p><b>To code</b>  <b>To connect</b>  <b>To communicate</b>  <b>To collect</b></p> <p><u>Learning Objective</u>  Design and write programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.  Use sequence, selections and repetition in programs; work with variables and various forms of input and output; generate appropriate inputs and predicted outputs to test programs.  Use logical reasoning to explain how a simple algorithm works, detect and correct errors in algorithms and programs.  Understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration.  Describe how internet search engines find and store data; use search engines effectively; be discerning in evaluating digital content; respect individuals and intellectual property; use technology responsibly, securely and safely.</p>	<p style="text-align: center;"><b>PE</b></p> <p><b>To develop practical skills in order to participate, compete and lead a healthy lifestyle.</b></p> <p><u>Learning Opportunities</u>  Play competitive games, modified where appropriate, such as football, netball, rounders, cricket, hockey, basketball, badminton and tennis and apply basic principles suitable for attacking and defending.  Take part in gymnastics activities.  Take part in athletics activities.  Perform dances.  Take part in outdoor and adventurous activity challenges both individually and within a team.  Swimming and water safety: take swimming instruction either in Key Stage</p>	<p style="text-align: center;"><b>Music</b></p> <p><b>To perform</b>  <b>To compose</b>  <b>To transcribe</b>  <b>To describe music</b></p> <p><u>Learning Opportunities</u>  Play and perform in solo and ensemble contexts, using voice and playing instruments with increasing accuracy, control and expression.  Improvise and compose music using the inter-related dimensions of music separately and in combination.  Listen with attention to detail and recall sounds with increasing aural memory.  Use and understand the basics of the stave and other musical notations.  Appreciate and understand a wide range of high-quality live and recorded music from different traditions and from great musicians and composers.  Develop an understanding of the history of music.</p>		

<p>Select, use and combine a variety of software (including internet services) on a range of digital devices to accomplish given goals, including collecting, analysing, evaluating and presenting data and info</p>		
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<b>Literacy Opportunities</b>	<b>Mathematical Opportunities</b>
<p>Write stories set in places pupils have been.            Write stories that contain mythical, legendary or historical characters or events.            Write stories of adventure.            Write stories of mystery and suspense.            Write letters.            Write plays.            Write stories, letters, scripts and fictional biographies inspired by reading across the curriculum            Write instructions.            Write recounts.            Write persuasively.            Write explanations.            Write non-chronological reports.            Write biographies.            Write in a journalistic style.            Write arguments.            Write formally.            Learn by heart and perform a significant poem.            Read and listen to a wide range of styles of text, including fairy stories, myths and legends.            Listen to and discuss a wide range of texts.            Learn poetry by heart.            Increase familiarity with a wide range of books, including myths and legends, traditional stories, modern fiction, classic British fiction and books from other cultures.            Take part in conversations about books.            Learn a wide range of poetry by heart.            Use the school and community libraries.            Look at classification systems.            Look at books with a different alphabet to English.            Read and listen to whole books.            Engage in meaningful discussions in all areas of the curriculum.            Listen to and learn a wide range of subject specific vocabulary. Through reading identify vocabulary that enriches and enlivens stories.            Speak to small and larger audiences at frequent intervals.            Practise and rehearse sentences and stories, gaining feedback on the overall effect and the use of standard English.            Listen to and tell stories often so as to internalise the structure.            Debate issues and formulate well-constructed points.</p>	<p>Count and calculate in increasingly complex contexts, including those that cannot be experienced first hand.            Rigorously apply mathematical knowledge across the curriculum, in particular in science, technology and computing.            Deepen conceptual understanding of mathematics by frequent repetition and extension of key concepts in a range of engaging and purposeful contexts.            Explore numbers and place value so as to read and understand the value of all numbers.            Add and subtract using efficient mental and formal written methods.            Multiply and divide using efficient mental and formal written methods.            Use the properties of shapes and angles in increasingly complex and practical contexts, including in construction and engineering contexts.            Describe position, direction and movement in increasingly precise ways.            Use and apply measures to increasingly complex contexts.            Gather, organise and interrogate data.            Understand the practical value of using algebra</p>