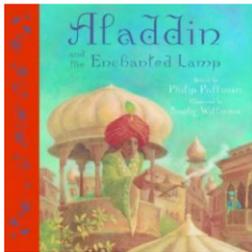


English

Reading

- **Retrieve** and record information and identify key details from fiction and non-fiction
- Make **inferences** from the text and to explain and justify inferences with evidence from the text



Writing

- Use correct punctuation in all writing, including full-stops, capital letters, commas and inverted commas
- Use colons and semi-colons correctly in writing
- Include **fronted adverbial phrases** as sentence starters to add detail to a piece of writing
- Use **subordinating conjunctions**, such as *while, when, since, because, until, if*
- Write using a variety of sentence lengths and structures, using multiple clauses in the sentence
- To write non-fiction, information texts using key features of the text

History / Geography

- To explore what Britain was like before the first Viking Invasion
- To find out about the Viking invasions of Britain
- To find out about Viking settlements and how this affected Anglo-Saxons.
- Why was King Alfred dubbed 'Alfred the Great'?
- To explore what life was like for Vikings in Britain
- To find out how and when England became a Unified Country
- To find out about the end of the Anglo-Saxon and Viking era in Britain

RE

- To understand what is meant by the term '**Salvation**' and how Christians live by this
- To learn about why Jesus had to die

Additional Key Vocabulary:
Forgiveness, Sin, Repent, Lent, Ministry

Art / DT

- To create objects (a Viking purse) that employ a seam allowance—to use a **blanket stitch**
- To use a **needle** and **thread** to sew a purse

Music- The Planets

To listen and **appraise** music exploring the sounds used to capture characteristics of different planets

To **compose** a programmatic piece of music

To use create a **motif** considering the inter-related dimensions of music

To use **ABA** structure to organise music to create a satisfying listening experience

Maths – Decimals & Percentages

- Decimals up to 2 decimal places
- Equivalent fractions and decimals (tenths) Equivalent fractions and decimals (hundredths)
- Equivalent fractions and decimals Thousandths as fractions
- Thousandths as decimals
- Thousandths on a place value chart
- Order and compare decimals (same number of decimal places)
- Order and compare any decimals with up to 3 decimal places
- Round to the nearest whole number
- Round to 1 decimal place
- Understand percentages
- Percentages as fractions
- Percentages as decimals
- Equivalent fractions, decimals and percentages



Science: Animals & Living Things

By the end of this unit children will be able to:

- describe the life process of reproduction in some plants and animals;
- describe the differences in the life cycles of a mammal, an amphibian, an insect and a bird;
- find out about the work of naturalists, conservationists and animal behaviourists, for example Sir David Attenborough and Dr Jane Goodall;
- plan different types of scientific enquiries to answer questions;
- record data and results of increasing complexity using scientific diagrams and labels;
- take measurements, using a range of scientific equipment, with increasing accuracy and precision, taking repeat readings when appropriate;
- report and present findings from enquiries in oral and written forms such as displays and other presentations.

Additional Key Vocabulary:
monotreme, marsupial, placental, sexual reproduction, asexual reproduction, metamorphosis, conservationist, behaviourist

Computing

- To explore **devices** and **apps** that **record audio** and **video**.
- To investigate the pros and cons of **audio** devices
- To record their video content, considering the use of **zoom, angle** and **movement (pan)**.
- To investigate the technical aspects of **exporting** Video to a computer.

Additional Key Vocabulary:
Videographer, transitions

PE

- To develop key skills of **attacking** and **defending**, such as **throwing, catching, dribbling, intercepting** and **shooting**
- To work collaboratively to develop strategies and **tactics** in both **attack** and **defence**.
- To develop a range of **fielding** techniques and use them within a game
- To develop a consistency of **catching** to get opponents out
- To develop throwing accuracy and **catching** skills under pressure
- To return the ball using a **forehand** and **backhand groundstroke**