	AUTUMN TERM 1	AUTUMN TERM 2	SPRING TERM 1	SPRING TERM 2	SUMMER TERM 1	SUMMER TERM 2
POSSIBLE VISIT/ VISITORS	Haslemere Museum Workshop (Egyptians)	Hindu Temple	Pallant House (Still Life)	Pagham Harbour (coasts)	Fishbourne Roman Palace / Bignor	Sleepover
Key Texts	KIPP LE	BORROWERS	GODS OCT	ODYSSEUS	David Almond Dir R Dir R DI DIR R DI DIR R DIR D	Rhythm Rain
Writing Purpose	Writing to inform: Mummification Writing to entertain: Response to illustration & narrative	Writing to entertain: Narrative Writing to	Writing to persuade job advert Writing to inform fact file	Writing to inform character letter Writing to entertain recount/diary Writing to inform:	Writing to entertain: Kennings poetry Writing to inform: Non-fiction – explanation	Writing to inform: Explanation - Water cycle Writing to persuade: eco letter
			Writing to entertain recount/diary	Aspect of creation	Writing to inform: Recount – Butser visit	Writing to entertain character/setting/ story
Writing Skills	Use simple organisational devices (headings and subheadings). Organise paragraphs around a theme. Use a wide range of fronted adverbials (punctuated correctly). Use and punctuate	Create settings, characters and plot. Assess the effectiveness of their own and others' writing (and suggest improvements). Choose pronouns appropriately for clarity and cohesion.	Compose and rehearse sentences orally, building on rich and varied vocabulary. Organise paragraphs around a theme. Extend range of sentences with more than one clause by using a wider range of conjunctions.	Choose pronouns or nouns appropriately for clarity and cohesion and to avoid repetition. Use a wide range of conjunctions, adverbs and prepositions to express time and cause. Apostrophes to mark plural possession [for example, the girl's name, the girls' names]	Extend range of sentences with more than one clause by using wider range of conjunctions including when, if, because, although. Use the present perfect form of verbs in contrast to the past tense.	Organise writing into paragraphs around a theme (for cohesion and to aid the reader). Use of a consistent and appropriate structure (including layout devices). Maintain an accurate tense throughout piece of writing.
	direct speech (including punctuation within and		conjunctions.			Use noun phrases expanded by the addition

	surrounding inverted commas).		Use the present perfect form of verbs in contrast to the past tense.			of modifying adjectives, nouns and preposition phrases (e.g. the teacher expanded to the strict maths teacher with curly hair) Use and punctuate direct speech (including punctuation within and surrounding inverted commas).
Grammar	 Use the form a or an (Y3) Extend range of sentences with more than one clause & express time, place and cause using conjunctions, adverbs and prepositions (Y3) Standard English forms for verb inflections instead of local spoken forms 	 Use conjunctions to express time or cause Use prepositions to express time and place Use adverbs to modify verbs Person - understanding that writing can be third or first person 	 Use the present perfect form of verbs (instead of simple) (Y3 Paragraphs as a way to group related materials (Y3) Grammatical difference between plural and possessive -s Apostrophes to mark plural possession (e.g. the girl's name, the girls' name) 	 Noun phrases - Noun phrases expanded by the addition of modifying adjectives, nouns and preposition phrases Pronouns - Choosing nouns or pronouns appropriately for clarity and cohesion and to avoid repetition Speech - Using and punctuating direct speech Use of inverted commas and other punctuation to indicate direct speech 	 Use adverbs and adverbials (prepositional phrases which act as adverbs Use commas after or before phrases and clauses Speech - Using and punctuating direct speech Use of inverted commas and other punctuation to indicate direct speech 	 Appropriate choice of pronoun or noun within and across sentences to aid cohesion and avoid repetition Apostrophes - Indicating possession by using the possessive apostrophe with plural nouns Speech - Using and punctuating direct speech Use of inverted commas and other punctuation to indicate direct speech
Spelling	 Words that are homophones Words with the prefix 'in-' meaning 'not' 	 Words ending in '- ation' Words ending in '- ation' Words ending '-ly' 	'-sion'	 Words where 'au' makes an /or/ sound Words ending in '-tion' Words ending in '-sion' Words ending in '-cian' Words that are adverbs of manner 	 Words that are homophones Words spelled with 'c' before 'i' and 'e' 	 Words that are plurals with possessive apostrophes

	 Words with the prefixes 'il-', 'im-' and 'ir-' Words with the prefix 'sub-' weaning 'below' or further divided Words with the prefix 'inter-' meaning 'between or among' Words with the prefix 'inter-' 	 Words ending in '-ous' incl. those where 'ge' from the base word remains Words where a suffix is added to words ending in 'y' Words ending in '-ious' and 'eous' 	 Words containing 'sol' and 'real' Words containing 'phon' and 'sign' Words with the prefixes 'super-', 'anti-' and 'auto Words with the prefix 'bi-' meaning 'two'
Handwriting	Cursive Script	Cursive Script	Cursive Script
	Third join – diagonal join from a letter	Fourth join – join to letters with hooks, lines and loops:	Consolidation:
	with an ascender/descender to a letter		
	with an ascender/descender:	ga, ge, gi, gl, go, gr, gs, gu, wh, ya, ye, yi, yo, yu	Recap on the 4 basic joins.
	lb, kl, ll, ph, pl, pt, bl, th, tt		
		Practise writing words with capital letters.	Recap on specific letter joins to ensure children
	Third join – horizontal join from to a letter		are writing in a fluent style.
	with an ascender:	Practise combining all 4 joins when writing sentences.	
	ob, oh, ok, ol, ot, rt		Focused practice on words and sentences that
		Practise printing using geographical vocabulary.	combine all four letter joins
	Fourth join – join to letters with hooks,		
	lines and loops:	Final consolidation of all joins.	
	ja, je, ji, jo, ju, fa, fe, fi, fo, fr, ft, fu		

MATHS

Place Value

- Roman numerals to 100 •
- Round to the nearest 10 .
- Round to the nearest 100
- Count in 1,000s ٠
- 1,000s, 100s, 10s and 1s •
- Partitioning ٠
- Number line to 10,000 ٠
- 1,000 more or less •
- Compare numbers •
- Order numbers
- Round to the nearest 1,000 •
- Count in 25s •

Addition and Subtraction

- Add and subtract 1s, 10s, 100s and 1,000s •
- Add two 4-digit numbers - no exchange
- Add two 4-digit numbers one exchange ٠
- Add two 4-digit numbers more than one ٠ exchange
- Subtract two 4-digit numbers no exchange ٠
- Subtract two 4-digit numbers one exchange •
- Subtract two 4-digit numbers more than one ٠ exchange
- ٠ Efficient subtraction
- Estimate answers
- ٠ Checking strategies

Area

- What is area? •
- **Counting squares** •
- Making shapes •
- Comparing area •

Multiplication and Division

- Multiply by 10 ٠
- Multiply by 100 •
- Divide by 10 ٠
- Divide by 100 ٠

Multiplication and Division

- 11 and 12 times table
- Multiply 3 numbers
- Factor pairs •
- Efficient multiplication •
- Written methods •
- Multiply 2-digits by 1-digit •
- Multiply 3-digits by 1-digit •
- Divide 2-digits by 1-digit (1) ٠
- Divide 2-digits by 1-digit (2)
- Divide 3-digits by 1-digit •
- Correspondence problems

Length and Perimeter

- Kilometres
- Perimeter on a grid ٠
- Perimeter of a rectangle
- Perimeter of rectilinear shapes •

Fractions

- What is a fraction? •
- Equivalent fractions (1) •
- ٠ Equivalent fractions (2
- Fractions greater than 1
- ٠ Count in fractions
- Add 2 or more fractions
- Subtract 2 fractions •
- Subtract from whole amounts •
- Calculate fractions of a quantity •
- Problem solving calculate quantities ٠

Decimals

- Recognise tenths and hundredths •
- Tenths as decimals
- Tenths on a place value grid •
- Tenths on a number line
- Divide 1 digit by 10 •
- Divide 2 digits by 10 •
- Hundredths •

Decimals

- Make a whole Write decimals
- Compare decimals ٠ Order decimals
- •
- Round decimals •
- Halves and guarters

Money

- Pounds and pence •
- Ordering money •
- Estimating money
- Four operations ٠

Time

•

- Hours, minutes and seconds
- Years, months, weeks and days •
- Analogue to digital 12 hour •
- Analogue to digital 24 hour

Shape

- Identify angles •
- Compare and order angles •
- Triangles
- Quadrilaterals •
- Lines of symmetry •
- Complete a symmetric figure

Statistics

•

•

•

•

•

• Interpret charts

Line graphs

Position and Direction

Draw on a grid

Move on a grid

• Comparison, sum and difference

Describe movement on a grid

Introduce line graphs •

Describe position

 Divide by 1 Multiply ar 6 times tab Multiply ar 9 times tab Multiply ar 7 times tab 	 Multiply and divide by 6 6 times table and division facts Multiply and divide by 9 9 times table and division facts Multiply and divide by 7 		nals ace value grid by 100		
SCIENCEElectricity• Identify com appliances th on electricity• construct a s series electricity• construct a s series electricity• construct a s series electricity• construct a s series electricity• construct a s 	hat run are made, associating some of them with something vibrating ical • recognise that vibrations from sounds its basic ing medium to the ear bulbs, find patterns between the pitch of a sound and features of the object that produced vill light treeries • find patterns between the volume of a sound and the strength of the vibrations that produced it • recognise that sounds at a s and distance from the s with not a n a s circuit me huctors rs, and	 States of matter compare and group materials together, according to whether they are solids, liquids or gases observe that some materials change state when they are heated or cooled, and measure or research the temperature at which this happens in degrees Celsius (°C) identify the part played by evaporation and condensation in the water cycle and associate the rate of evaporation with temperature 	 Animals Inc humans describe the simple functions of the basic parts of the digestive system in humans identify the different types of teeth in humans and their simple functions construct and interpret a variety of food chains, identifying producers, predators and prey 	 Grouping and classifying Ask relevant scientific questions, independently, about the world around them and begin to identify how they can answer them. Compare, sort and group living things from a range of environments, in a variety of ways, based on observable features and behaviour. Gather, record, classify and present observations and measurements in a variety of ways (pictorial representations, timelines, diagrams, keys, tables, charts and graphs). Use scientific vocabulary to report and answer questions about 	 Living things and their habitats recognise that living things can be grouped in a variety of ways explore and use classification keys to help group, identify and name a variety of living things in their local and wider environment recognise that environments can change and that this can sometimes pose dangers to living things

	with being good conductor				their findings based on evidence collected, draw simple conclusions and identify next steps, improvements and further questions.	
COMPUTING	 The Internet To describe how networks physically connect to other networks To recognise how networked devices make up the internet To outline how websites can be shared via the World Wide Web (WWW) To describe how content can be added and accessed on the World Wide Web (WWW) To recognise how the content of the WWW is created by people To evaluate the consequences of 	 Audio Production To identify that sound can be recorded To explain that audio recordings can be edited To recognise the different parts of creating a podcast project To apply audio editing skills independently To combine audio to enhance my podcast project To evaluate the effective use of audio 	 Programming – repetition in shapes To identify that accuracy in programming is important To create a program in a text- based language To explain what 'repeat' means To modify a count- controlled loop to produce a given outcome To decompose a task into small steps To create a program that uses count-controlled loops to produce a given outcome 	 Data Logging To explain that data gathered over time can be used to answer questions To use a digital device to collect data automatically To explain that a data logger collects 'data points' from sensors over time To recognise how a computer can help us analyse data To identify the data needed to answer questions To use data from sensors to answer questions 	 Creating Media To explain that the composition of digital images can be changed To explain that colours can be changed in digital images To explain how cloning can be used in photo editing To explain that images can be combined To combine images for a purpose To evaluate how changes can improve an image 	 Programming – Repetition in Games To develop the use of count-controlled loops in a different programming environment To explain that in programming there are infinite loops and count controlled loops To develop a design that includes two or more loops which run at the same time To modify an infinite loop in a given program To design a project that includes repetition To create a project that includes repetition
HISTORY	unreliable content Overall Theme: Ancient Civilisations (including depth study of Ancient Egypt)		Overall Theme: Ancient Greece		Overall Theme: Romans	

	History Enquiry Question life in Ancient Egypt? Focus Significant Historic		History Enquiry Question Greeks? Focus Significant Historic	: What is the most important legacy of the ancient al Individual: Cleisthenes	History Enquiry Question: How did the Romans change life in Britain? Focus Significant Historical Individual: Boudicca		
	Carter						
GEORGAPHY	Overall Theme: Egypt		Overall Theme: Greece		Overall Theme: Italy		
	Geography Enquiry Question: Why do some people in the world live in Megacities?		Geography Enquiry Question: Why and how does the coast change?		Geography Enquiry Question: Are all mountains the same?		
ART AND DESIGN	Storytelling Through Drawing Explore how artists create sequenced drawings to share and tell stories. Create accordion books or comic strips to retell poetry or prose through drawing. Link to English		Exploring Still Life Explore artists working with the genre of still life, contemporary and more traditional. Create your own still life inspired artwork. Link to Historical objects / Science		Sculpture, Structure, Inventiveness & Determination What can artists learn from nature? Link to Habitats		
DESIGN AND TECHNOLOGY	Electrical Systems: Simple Circuits (incl. Programme & Control) Designing, making and evaluating a night light for a brother, sister or friend		Mechanical Systems: Levers & Linkages Designing, making and evaluating a greetings card with moving parts for family or friends		Food: Healthy & Varied Diet Designing, making and evaluating a bread-based product with a filling for lunch, such as a wrap, a sandwich, a roll, a blini or a toastie		
RELIGIOUS EDUCATION	What kind of a world did Jesus want? Understanding Christianity: Gospel	How does the story of Rama and Sita inspire Hindus to follow their dharma? The Emmanuel Project Hinduism	How does a Muslim show their submission and obedience to Allah? The Emmanuel Project Islam	Why do Christians call the day Jesus died 'Good Friday'? Understanding Christianity: Salvation DD	When Jesus left, what was the impact of Pentecost? Understanding Christianity: Kingdom of God	Why do Muslims call Muhammad the 'Seal of the Prophets'? The Emmanuel Project Islam	
PHYSICAL EDUCATION	Football Unit Focus: Introduce some defensive skills. Dribble in different directions using different parts of their feet. Passing for distance. Evaluating	Hockey Unit Focus: Consistently perform basic hockey skills such as dribbling and push passes. Implement the basic rules of hockey. Develop tactics and apply them in	Gymnastics Unit Focus: Develop an increased range of body actions and shapes to include in a sequence. Define muscle groups needed to support the core of the body. Refine taking	Dance Unit Focus: Work to include freeze frames in routines. Practise and perform a variety of different formations in dance	Tennis Unit Focus: Explore some forehand and backhand shots. Work to return the serve. Explore positions in gameplay.	Cricket Unit Focus: Develop and apply a range of skills in a competitive context. Choose and use a range of simple tactics in isolation and game context. Consolidate	

	skills to aid improvement	competitive situations. Increase speed and endurance during gameplay	weight on small and large body parts			existing skills and apply them with consistency
MUSIC	Notation Games Use rhythmic notation ca music Recorder Course Continue learning to play following staff notation Singing Harvest and Christmas				World Music Develop knowledge and ur traditions including African Gamelan and Brazilian Sam Singing Games Sing a range of unison song songs Country Dancing	drumming, Balinese Iba
RSHE	 Being Me in My World Being part of a class team Being a school citizen Rights, responsibilities and democracy (school council) Rewards and consequences Group decisionmaking Having a voice What motivates behaviour 	 Celebrating Difference Challenging assumptions Judging by appearance Accepting self and others Understanding influences Understanding bullying Problem-solving Identifying how special and unique everyone is First impressions 	 Dreams & Goals Hopes and dreams Overcoming disappointment Creating new, realistic dreams Achieving goals Working in a group Celebrating contributions Resilience Positive attitudes 	 Healthy Me Healthier friendships Group dynamics Smoking Alcohol Assertiveness Peer pressure Celebrating inner strength 	 Relationships Jealousy Love and loss Memories of loved ones Getting on and Falling Out Girlfriends and boyfriends Showing appreciation to people and animals 	 Changing Me Being unique Having a baby Girls and puberty Confidence in change Accepting change Preparing for transition Environmental change
MFL	 Seasons Recognise, recall and remember the 4 seasons in French. Recognise, recall and remember a short phrase for 	 Vegetables Name and recognise up to 10 vegetables in French. Attempt to spell some of these nouns (including the 	 Presenting Myself Use basic greetings in French, ask somebody how they are feeling and reply when asked. 	 My Family Tell somebody the members, names and various ages of either their own or a fictional family in French. Continue to count in French, with the option of reaching 100, enabling students to say the age of various family members. 	 In the classroom Remember and recall 12 classroom objects with their indefinite article/determiner. Replace an indefinite 	At the tearoom • Remember and recall a wide variety of foods, snacks, and drinks (with their indefinite article/determiner)

•	each season in French. Say which season is their favourite in French and attempt to say why using the conjunctions 'et' and 'car'.	 correct determiner/article Learn simple vocabulary to facilitate a role play about buying vegetables from a market stall. Say if they would like one kilo or a half kilo of a particular vegetable or selection of vegetables. 	 Ask somebody their name in French and reply when asked. Recall the numbers 1-10 and count from 11-20 in French. Ask somebody how old they are in French and reply when asked. Ask somebody where they live in French and reply when asked. Express their nationality in French and understand basic gender agreement rules. 	•	Understand the concept of the possessive adjectives 'mon', 'ma' and 'mes' in French. Move from 1st person singular to 3rd person singular of the two high frequency verbs used in this unit: s'appeler (to be called) and avoir (to have).	•	article/determiner with a possessive adjective. Say and write what they have and do not have in their pencil	•	typically served in a salon de thé. To understand better how to change a singular noun to plural form. Perform a short role- play ordering what they would like to eat and drink.
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