

English

Reading - Word Reading

- Read accurately by blending sounds in words, especially recognising alternative sounds for graphemes.
- Read accurately words of 2 or more syllables and those containing common suffixes.
- Read aloud books closely matched to their improving phonic knowledge sounding out unfamiliar words accurately and without undue hesitation.

Reading - Comprehension

- Read, discuss and express views about a range of contemporary and classic poetry, stories and non-fiction texts.
- Explore the structure and organisation of texts.
- Discuss and clarify the meanings of words, and discuss favourite words and phrases.
- Reinforce the use of inference, deduction and viewpoint by answering and asking questions.
- Predict what might happen on the basis of what has already been read.

Writing - Composition

- Narrative story writing - creating their own imaginative stories based on a stimulus using an effective story structure.
- Letter writing - postcards and persuasive writing based on traditional tales.
- Information writing using technical vocabulary and a range of organisational devices.
- Character descriptive writing - wanted posters, character profiles, who am I? riddles.
- Re-read writing to check that it makes sense, and includes a variety of simple and extended punctuation.

Writing - Punctuation

- Reinforce the use of commas in a clause, exclamation marks, question marks, ellipsis, speech marks and apostrophes both for contractions and possession.

Writing - Grammar

- Learn to express time, place and cause using conjunctions, adverbs or prepositions.
- Develop the use of sentence starters, including adverbs, and explore the order of words in a sentence.
- Explore past, present and future tenses.

Writing - Spelling

- Spell correctly all digraphs/trigraphs and sound patterns both individually and within words using syllables for longer words.
- Spell word endings in writing: s (plural), ed (past tense), ing (present tense),
- Spell words with common prefixes e.g. un, dis and suffixes e.g. ness, er, ful, less, est, ly

Writing - Handwriting

- Develop a fluent and accurately joined handwriting style with a focus on consistent size and formation of letters.

Speaking and Listening

- Media discussion and philosophy for children sessions to develop collaborative learning.

P.S.H.E

- Prepare to play an active role as a citizen.
- Develop skills of discussion and debate.
- Fair Trade
- Globalisation and Inequalities
- Poverty and hunger
- Media and stereotyping

R.E. - How should we live our lives?

- Explore how religious and other beliefs affect approaches to moral issues.
- Explore leaders in religions.
- Learn about the Muslim faith including the call to prayer, Five Pillars and a Mezuzah.



Castles

Maths - Number and place value

- Say, read, write and order numbers to 1000.
- Read and write numbers in words 0-80.
- Count on/back in 1s, 10s and multiples of 10 to 1000.
- Recognise and count in multiples of 2, 3, 5, 10 and 100.
- Explore, investigate and extend patterns.
- Understand and use <, > and =.

Number - Addition and Subtraction

- Recall doubles, halves and number bonds.
- Solve missing number and operation calculations using a range of strategies.
- Use column partition method to add and subtract two 2 digit numbers, including carrying and exchanging.
- Solve calculations that do not involve bridging mentally.

Number - Multiplication and Division

- Complete division calculations and word problems involving remainders.
- Complete working backwards calculations.

Number - Fractions

- Find more than 1 part of a shape or quantity using practical objects and mental strategies.
- Solve problems involving fractions of numbers.

Measure: Weight, Time and Money

- Measure curved lines and those longer than measuring tools using a range of units.
- Measure given lengths to the nearest whole/half value or to the nearest cm and mm.
- Recognise and record times to the nearest 5 to the hour.
- Use the smallest number of coins to make a given value.

Geometry: Shape, position and direction

- Identify fractions and recognise vertical lines of symmetry of shapes.
- Reflect shapes across horizontal and vertical lines of symmetry.

Statistics

- Solve one-step and two-step questions based on data from tables and graphs.

Geography

- Identify seasonal weather changes.
- Identify similarities and differences relating to locations of castles around the UK.
- Name and locate the 4 countries and capitals of the UK and use maps to locate these.
- Use aerial photographs and devise simple maps using basic symbols.
- Communicate geographical information in different ways.

History

- Understand what a castle is.
- Understand where events fit in a chronological framework.
- Understand similarities and differences between the ways of life in different periods.
- Understand key features of life in the past.

Arabic

- Module 3: In my house

Qur'aan

- Surah Infatar to Surah Takwir

Halagah

- Stories of the Prophets

Science - Plants

- Investigate seeds and bulbs - how they are reproduced and dispersed.
- Explore habitats and their dependency of animals on plants.
- Understand how the germination process works including growth and survival.
- Understand how simple food chains work.

P.E

Gym - Linking movements together

- Explore continuity of movement through changes of speed and level.
- Compose a sequence of movements with a focus of linking elements together.

Dance - Castles

- Perform dances with a clear beginning, middle and end.
- Work on linking movements and dance phrases fluently.
- Build up the telling of a story through dance.

Games - Tennis

- Develop basic skills into mini games of tennis.
- Learn how to score points in a mini game.
- Recognise how our bodies feel during different types of exercise.

Computing - Coding

- Write a code to program an object to move.
- Devise and program an application and explain how it works.
- Debug a code to fix a problem in a game.
- Create an interactive game.

Art

- Draw in detail from their imagination.
- Select and use recycled material to make a 3D sculpture.
- Use illustrator's work as inspiration for their own.
- Blend using watercolour crayons.
- Use art from different cultures as a stimulus of their own e.g. Willow Pattern plates and Aboriginal art.

D.T. - Moving Vehicles

- Design and make a wheeled vehicle and evaluate the design.