

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.
- Discuss the sequence of events in books and how items of information are related. Reinforce the use of inference, deduction and viewpoint by answering and asking questions.
- Continue to build up a repertoire of poems learnt by heart, appreciating and reciting some with appropriate intonation.
- Recognise simple recurring literacy language in simple stories and poetry.

Writing - Composition

- Narrative writing - write narratives about personal experiences and those of others (real and fictional).
- Letter writing - develop persuasive writing to stop a theme park being built in Coll.
- Information writing - take notes and write about the Isle of Coll.
- Book Reviews - write book reviews evaluating the books and discussing reasons for their evaluations.

Writing - Punctuation

- Use correctly and consistently simple sentence punctuation i.e. capital letters, full stops, and extended sentence punctuation i.e. commas in a clause, exclamation marks, question marks, ellipsis, speech marks and apostrophes both for contractions and possession.

Writing - Grammar

- Be able to write grammatically accurate sentences.
- 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 words in their contracted form.
- Learn the possessive apostrophe (singular) e.g. the girl's book.

Writing - Handwriting

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

Speaking and Listening

- Use spoken language to develop understanding through speculating, hypothesising, imagining and exploring ideas.
- Articulate and justify answers, arguments and opinions

P.S.H.E.

- Develop children's confidence and making the most of their abilities.
- Encourage responsibility towards others.
- Global citizenship. Challenging prejudice, support networks - relationships and families

R.E. - Why some stories are special.

- Explore what makes a good story and the different stories Prophet Mohammed told
- Learn how they can become more caring people.



Global Gardens

Maths - Number and place value

- Say, read, write and order numerals to 1000 and beyond.
- Read and write numbers in words from 0-100.
- Count on/back in 1s, 10s and 100s to 1000 and beyond from any 2/3 digit number.
- Recognise and count in multiples of 2, 3, 5, 10 and 100.
- Learn to count in 4, 25 and 50.

Number - Addition and Subtraction/ Multiplication and Division/ Fractions

- Use close doubles/halves, number bonds and adding/subtracting 10 before adjusting to add/subtract a range of numbers.
- Solve one and two step addition/ subtraction / multiplication/division word problems.
- Use appropriate strategies to add and subtract two and three digit numbers.
- Complete division calculations involving remainders including rounding up to the nearest whole.
- Solve calculations by using the problem solving strategies of 'organised list' and 'make a table'.
- Finding more than 1 part of a shape or quantity using mental strategies and solve problems involving fractions of numbers.

Measurement

- Read, record, estimate, compare and order lengths, weights/masses and volumes/capacities using <, > and =, and suggest appropriate units of measurement.
- Learn to tell the time to the nearest 5 minutes past and to the hour and solve problems relating to finding the time an hour earlier/ later etc.
- Read a 12 hour digital clock and relate analogue and digital times to each other.
- Record money values in both pounds and pence.

Geometry

- Read and write the names of basic 2D and 3D shapes.
- Make nets of 3D shapes and learn to draw 2D shapes using straight lines.
- Use positional language, recognise turns including right angles and use degrees as a measurement of angles.

Statistics

- Record data using a tally and convert this into a pictogram or bar chart.
- Use simple ratios of 2, 5 and 10 to record data.

Geography - An Island Home based on the Isle of Struay in the Katie Morag stories.

- Learn about the Isle of Coll, compare life there to life in Widcombe and discuss the children's opinions of the island.
- Reinforce the countries that make up the UK and their capital cities.
- Relate daily weather charts to the current seasons.
- Map work using a key and describing places using directional and locational language, and simple compass directions.

History - Clothes

- Historical skills: Chronological Understanding, Historical Enquiry, Knowledge and understanding of Events, People and Changes in the Past

Arabic

- Module 2: Unit 4 Pets
- Qur'aan
 - Surah Naziat

Halagah

- Stories of the companions

Science

- Reinforce how humans grow from babies to adults
- Reinforce what animals need to survive in their habitats
- Recap life-cycles of animals
- Discuss materials and uses of different materials for different purposes
- Research inventors of materials

P.E

Gym -

- Use a range of resources, e.g. balls, hoops, scarves and ribbons to explore key actions of rolling, spinning, turning, releasing and catching. Link movements together and work with a partner to develop a sequence of movements.

Games - Kwik Cricket

- Develop basic skills into mini games. - accuracy of hitting, throwing and catching and the importance of co-operation within an effective team.
- Recognise what their bodies feel like during different types of exercise.

Swimming

Computing - Programming Roamers

- Understand how to program a Roamer.
- Understand 90°, 180°, 270° and 360° turns.
- Write a code to move a Roamer from one destination to another.
- To debug codes when necessary.

Art

- Artist: Claude Monet
- Gardens
- Watercolor water lillies
- 2D and 3D work

D.T - Circuits