

English

Reading - Word Reading

- Recognise and read all digraphs / trigraphs and sound patterns.
- Chunk longer words through syllables including irregular syllables
- Read key words

Reading - Comprehension

- Reinforce the use of inference, deduction and viewpoint.
- Recognise and explore themes in stories.
- Explore the structure and organisation of texts particularly fables and dictionaries.
- Extend vocabulary through reading and topic work.
- Read and discuss patterns in poetry linked to themes.

Writing - Composition

- Narrative story writing - creating their own imaginative stories using a story structure of beginning, middle and end, and ensuring it is written in the past tense.
- Play writing - reinforce how to write in the play genre using brackets for direction.
- Letter writing - writing to grandparents to find out about clothes and fashions of the past.
- Information writing using technical vocabulary and learning organisational devices.
- Descriptive writing using compound and complex sentences.
- Re-read writing to check that it makes sense, and includes a variety of simple and extended punctuation.

Writing - Punctuation

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

Writing- Grammar

- Reinforce the use of adjective strings (fresh juicy grass) and sentence starters (surprisingly, sadly).
- Reinforce the use of connectives and phrases to link sentences.
- Use the correct tense for the pronoun. e.g. He was

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

- Learn and develop a fluent and joined handwriting style with a focus on consistent size of letters.

Speaking and Listening

- Persuasive speaking skills giving reasons for their thoughts, being polite, using persuasive language, organising what they want to say and being able to turn people's views around.

P.S.H.E - Preparing to play an active role as a citizen.

- Follow rules and develop an understanding of belonging to various groups and communities, such as family and school.
- Link with Science - developing a healthier, safer lifestyle.
- Drugs and Medicines
- Anti-bullying

Arabic

- Module 5: Hobbies

Qur'aan

- Surah Fajr to Surah Tariq

Halaqah

- Ablution and prayer: Qasas ul nabiiyyah: Prophet Moses

R.E. - Celebrations

- Explore how religions teach people how to live their lives.
- Discuss how books teach us how to live.
- Explore special books with a particular focus on the Torah which is the holy book for Jews, revealed to Prophet Moses
- Learn how to treat special artefacts, understanding tolerance and respect.



Inspirational People

Computing.

- Create a quiz using a range of types of questions using the an appropriate software program
- Design a poster to convey information selecting pictures and text from websites and copying and pasting it into a document.
- Search the internet using key words.
- Design an item of clothing using an art program, exploring and using different tools.

Gym

- Symmetry and Asymmetry -exploring shapes, balances and movements with symmetry and asymmetry -working individually and with a partner
- Games Netball
- Develop basic skills by moving at different speeds, stopping and turning.
- Close control work through passing the ball, scoring through shooting towards a target, knowing how to keep possession of the ball and the importance of getting into a space.
- Participate in small sided games whilst understanding and monitoring the rules of their game.

Art

- Explore Hendrick Avercamp's work and create Winter scene pictures.
- Islamic glass painting
- Explore the artwork of Kandinsky.
- Use the work of the artists Picasso, AbdelAzeez Haounati (the 'Moroccan Picasso'), Braque as a stimulus for cubism artwork.
- Create 3D shape structures based on Matisse artwork. Colour mixing using Georgia O'Keefe's poppies as inspiration

D.T - Puppets

- Learn basic sewing techniques for joining fabrics.
- Design and make a puppet accurately marking out, cutting, joining and finishing.
- Evaluate puppets against design criteria.

Maths - Number and place value

- Say, read, write and order numbers to 1000.
- Read and write numbers in words 0-60.
- Count on/back in 1s, 10s and multiples of 10 to 1000.
- Recognise and count in multiples of 2, 3, 5, 10 and 100.
- Estimate different quantities.
- Round 2 and 3 digit numbers to the nearest 10/ 100.

Number - Addition and Subtraction

- Add and subtract 3 or more numbers using known number facts.
- Use understanding of addition and subtraction to fill in missing numbers and operation calculations.
- Subtract 2 close numbers by finding the difference.
- Use column partition method to add and subtract two 2 digit numbers.

Number - Multiplication and Division

- Select the correct operation from a word problem.
- Describe and understand the difference between multiplication and division.
- Use understanding of multiplication and division to fill in missing numbers and operation calculations.
- Use the 'make a table' strategy to solve multiplication problems.

Number - Fractions

- Find a half, third, quarter, fifth and tenth of a number.
- Find a quarter by halving and halving again.
- Solve problems involving fractions of numbers.

Measure: Weight, Time and Money

- Estimate, measure and compare capacities using appropriate units.
- Recognise and record times to the nearest 5 past the hour.
- Understand the process of giving change by counting on.

Geometry: Shape, position and direction

- Recognise right angles within 2D shapes.
- Sort shapes using Carroll, Venn and Tree diagrams.
- Recognise clockwise and anti-clockwise turns.
- Recognise $\frac{1}{4}$, $\frac{1}{2}$, $\frac{3}{4}$ and a full turn.

Statistics

- Conduct a survey and collect answers using a tally.

History

- Florence Nightingale, Mary Seacole, Rifaia As - Aslamia
- Why do we remember Florence Nightingale? Historical skills: Chronological Understanding, Historical Enquiry, Knowledge and understanding of Events, People and Changes in the Past.

Geography

- Identify seasonal weather changes.
- Explore the clothes that people wear in different parts of the world, understanding why it is appropriate to wear different clothing in different climates. Locate places on a globe.
- Draw and label pictures of traditional costumes.

Science - Grouping and changing materials

- Group materials according to their own criteria, explaining what the criteria is.
- Know that some materials occur naturally and some do not.
- Explore how materials can be changed for example, twisting, stretching, bending and squashing.
- Explore how materials change when they are heated.
- Understand how properties of materials make them suitable for their uses.
- Use materials to design and make an item of clothing suitable for a purpose.