

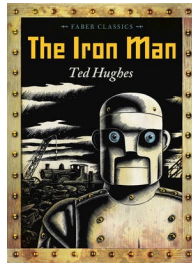
English: The Iron Man

Create fiction and non-fiction texts based on class text.

Create and describe settings, characters and plots.

Infer meaning from texts, using evidence to find information.

Read a range of texts, including narrative, non-fiction and poetry.



History: Romans, Viking and Anglo-Saxons

Learn about the spread of the Roman Empire and its impact on Britain.

Understand the chronology of events and Saxon kings.

Discuss the impact of invasion and settlement of people's lives.

DT: Mechanisms

Research different mechanisms.

Plan and design a mechanised puppet of the Iron man.

Evaluate designs.

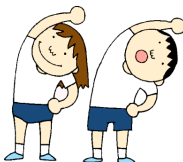


Computing: We are software developers

Detect and correct errors in an algorithm.

Programme a robot.

Create algorithms to answer a quiz question and create a game.



Mathematics:

Revise number bonds to 100

Compare and order 2 and 3 digit numbers.

Know multiplication and division facts for the 5, 10, 2, 4 and 3 times-tables; doubling and halving

Understand the calendar, tell the time on analogue and digital clocks; know the properties of 3D shapes .

Understand fractions and fractions of numbers.

Add and subtract 2 digit numbers; including money.



Invaders and Settlers

French: Character description

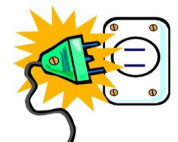
Learn to speak and write French words and phrases about themselves .

Learn French numbers to 20.

PE:

Gymnastics
Dance and
Games

Science: Electricity and forces



Identify everyday uses of electricity and complete a circuit. Investigate conductors and insulators.

Identify different forces.

Investigate friction on different

surfaces

and

magnetic forces.



RE: What kind of world did Jesus want?

Learn why 'God' is important to Christians . Discuss bible stories and parables. Discuss how Christians show they follow Jesus
Reflect on their understanding