

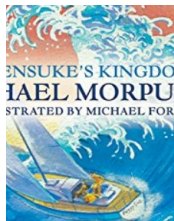
English: Kensuke's Kindom

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.



Mathematics:



Understand place value; including digit value, partitioning, sequencing, comparing and ordering numbers.

Use formal written methods for addition, subtraction and multiplication.

Solve problems and investigate numbers puzzles, develop reasoning skills.

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.



Invasion!

Art:

Draw and respond to the work of John Brundson.

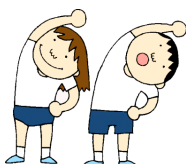
French: Character description

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

Learn French

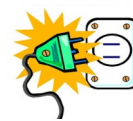
PE:

Gymnastics, Dance, Games and Swimming



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.



DT: Mechanisms

Research different mechanisms.

Plan and design a mechanised puppet.

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.



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

Why do some people think that life is a journey?

Reflect on milestones in life that are important in different religions.