Maths – Number – Multiplication & Division Y3

I can recall & use multiplication & division facts for the 3, 4 & 8 X tables I can write & calculate mathematical statements for multiplication & division using the X tables that I know, using mental & progressing to formal written methods

I can solve problems involving multiplication & division, including positive integer scaling problems & correspondence problems

Maths – Number – Multiplication & Division Y4

I can recall multiplication & division facts for tables up to 12 × 12
I can use place value, known & derived facts to multiply & divide mentally, including: X by 0 & 1; dividing by 1; X together three numbers

I can recognise & use factor pairs & commutativity in mental calculations I can multiply 2-digit & 3-digit numbers by a one-digit number using formal written layout

I can solve problems involving multiplying & adding, including using the distributive law to multiply 2-digit numbers by 1-digit, integer scaling problems & harder correspondence problems

SCIENCE - Plants

I can identify and describe the functions of different parts of flowering plants: roots, stem/trunk, leaves and flowers.

I can explore the requirements of plants for life and growth (air, light, water, nutrients from soil, and room to grow) & how they vary from plant to plant.

I can investigate the way in which water is transported within plants. I can explore the part that flowers play in the life cycle of flowering plants, including pollination, seed formation and seed dispersal.

MUSIC - Bringing Us Together - disco music, singing, playing, improvising

I can sing from memory with accurate pitch.

I can sing in tune.

I can maintain a simple part within a group.

I can pronounce words within a song clearly.

I can show control of voice.

I can play notes on an instrument with care so that they are clear.

I can perform with control and awareness of others.

I can evaluate music using musical vocabulary to identify areas of likes & dislikes.

I can understand layers of sounds and discuss their effect on mood and feelings. I can develop an understanding of the history of music.

MFL - Our School Year

I can read, listen & respond to vocabulary

I can ask/answer questions (in short phrases)

I can use simple sentences in French connected to the theme

I can choose the appropriate indefinite article (un/une)

I can use simple sentences in French, connected to a theme

I can speak and write sentences using J'aime and the negative Je n'aime pas

I can listen to commands and follow instructions

I know the French names for familiar places.

I can ask/answer questions (in short phrases)

I can use simple sentences in French connected to the theme

I can write sentences in French, which include a preposition



ENGLISH - Core Text - <u>The Paradise Garden</u> by Colin Thompson

I can read books that are structured in different ways & read for a range of purposes

I can write to entertain, to persuade & to inform

I can write for a range of purposes - including poetry, play writing, story writing & newspaper reports

I can use a range of punctuation & cohesive devices across my writing

I can plan, write, evaluate & edit my writing & help others to do the same

ART—Watercolour Painting/Mixed Media – Landscape Art

Drawing

I can make initial sketches (light sketching) as preparation for painting

Painting

I can experiment with how to start a painting: blocking in colour (under painting in large shapes to lay out composition); colour wash backgrounds; mixed media – printed/ collage background.

I can experiment with creating texture: impasto – add paint in thickened layers to add depth and distance; paint on textured fabrics

I can apply colour using dotting, scratching, splashing with different painting tools

I can confidently mix secondary & tertiary colours & use tints (add white), tones (add grey) & shades (add black)

Collage

I can add collage to a printed or painted background
I can make colour wheels. I understand complimentary colours

PSHE - Relationships

I can explain how some of the actions & work of people around the world help & influence my life & can show an awareness of how this could affect my choices.

I can explain different points of view on an animal rights issue & express my own opinion & feelings on this.

I can explain how using technology can distract me from other things I might do or should be doing.

I can identify times or situations when I might need to limit the amount of time I use technology. I can suggest strategies to help me limit this time.

PE - Athletics and Striking & Fielding

Games

I can throw and catch with control & accuracy.
I can strike a ball and field with control.

I can choose appropriate tactics to cause problems for the opposition.

I can follow the rules of the game and play fairly. I can maintain possession of a ball (with, e.g. feet, a hockey stick or hands).

I can pass to team mates at appropriate times. I can lead others and act as a respectful team member.

Athletics

I can sprint over a short distance up to 60 metres. I can run over a longer distance, conserving energy in order to sustain performance.

I can use a range of throwing techniques (such as under arm, over arm).

I can throw with accuracy to hit a target or cover a distance.

I can jump in a number of ways, using a run up where appropriate.

I can compete with others and aim to improve personal best performances.

COMPUTING - Events & Actions in programs

To explain how a sprite moves in an existing project

I can explain the relationship between an event and an action

I can choose which keys to use for actions and explain my choices

I can identify a way to improve a program

To create a program to move a sprite in four directions

I can choose a character for my project

I can choose a suitable size for a character in a maze

I can program movement

To adapt a program to a new context

I can use a programming extension

I can consider the real world when making design choices

I can choose blocks to set up my program

To develop my program by adding features

I can identify additional features (from a given set of blocks)

I can choose suitable keys to turn on additional features

I can build more sequences of commands to make my design work

To identify and fix bugs in a program

I can test a program against a given design

I can match a piece of code to an outcome

I can modify a program using a design

To design and create a maze-based challenge
I can make design choices and justify them

GEOGRAPHY - Physical Geography – climate zones, biomes &vegetative belts

To investigate patterns

I can name and locate the Equator, Northern Hemisphere, Southern Hemisphere, the Tropics of Cancer and Capricorn, Arctic and Antarctic Circle and date time zones.

I can describe some of the characteristics of these geographical areas.

I can describe geographical similarities and differences between countries.

RE - Sukkhot

I can present the key teachings and beliefs of a religion.

I can refer to religious figures and holy books to explain answers. I can explain some of the religious practices of both clerics and individuals.