

[illegible]

Maths	Number (Place Value) - Read and write numbers up to 1,000 in numerals and words. - Identify, represent and estimate numbers using different representations. - Recognise the place value of each digit in a 3-digit number (hundreds, tens, ones). - Count in multiples of 6, 7, 9, 25 and 1,000. - Find 1,000 more or less than a given number. - Order and compare numbers beyond 1,000. - Round any number to the nearest 10, 100 or 1,000. Number (Addition and Subtraction) - Add and subtract numbers with up to four digits using the formal written methods of columnar addition and subtraction. - Solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why. - Estimate and use inverse operations to check answers to a calculation.	Measurement (Area) - Find the area of rectilinear shapes by counting squares. Number (Multiplication and Division A) - Recall multiplication and division facts for multiplication tables up to 12×12. - Recognise and use factor pairs and commutativity in mental calculations. - Count in multiples of 6, 7, 9, 25 and 1,000. - Use place value, known and derived facts to multiply and divide mentally, including: multiplying by 0 and 1; dividing by 1; multiplying together three numbers.	Number (Multiplication and Division B) - Recognise and use factor pairs and commutativity in mental calculations. - Recall multiplication and division facts for multiplication tables up to 12×12. - Multiply and divide whole numbers and those involving decimals by 10, 100 and 1,000. - Solve problems involving multiplying and adding, including using the distributive law to multiply 2-digit numbers by 1 digit, integer scaling problems and harder correspondence problems such as n objects are connected to m objects. - Multiply 2-digit and 3-digit numbers by a 1-digit number using formal written layout. Measurement (Length and Perimeter) - Convert between different units of measure [for example, kilometre to metre; hour to minute]. - Measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres.	Number (Fractions) - Recognise and use fractions as numbers: unit fractions and non-unit fractions with small denominators. - Recognise and show, using diagrams, families of common equivalent fractions. - Add and subtract fractions with the same denominator. Number (Decimals A) - Count up and down in tenths; recognise that tenths arise from dividing an object into 10 equal parts and in dividing 1-digit numbers or quantities by 10. - Recognise and write decimal equivalents of any number of tenths or hundredths. - Compare numbers with the same number of decimal places up to 2 decimal places. - Find the effect of dividing a 1- or 2-digit number by 10 and 100, identifying the value of the digits in the answer as ones, tenths and hundredths. - Recognise and show, using diagrams, families of common equivalent fractions.	Number (Decimals B) - Recognise and write decimal equivalents of any number of tenths or hundredths. - Solve simple measure and money problems involving fractions and decimals to 2 decimal places. - Compare numbers with the same number of decimal places up to 2 decimal places. - Round decimals with 1 decimal place to the nearest whole number. - Recognise and write decimal equivalents to $\frac{1}{4}$, $\frac{1}{2}$ and $\frac{3}{4}$. Measurement (Money) - Estimate, compare and calculate different measures, including money in pounds and pence. Measurement (Time) - Solve problems involving converting from hours to minutes, minutes to seconds, years to months, weeks to days. - Read, write and convert time between analogue and digital 12- and 24-hour clocks.	Geometry (Shape) - Recognise angles as a property of shape or a description of a turn. - Identify acute and obtuse angles and compare and order angles up to two right angles by size. - Compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes. - Identify lines of symmetry in 2-D shapes presented in different orientations. - Complete a simple symmetric figure with respect to a specific line of symmetry. Statistics - Interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs. - Solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs. Geometry (Position and Direction) - Describe positions on a 2-D grid as coordinates in the first quadrant. - Plot specified points and draw sides to complete a
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						given polygon. - Describe movements between positions as translations of a given unit to the left/right and up/down.
Science	States of Matter - Compare and group materials together according to whether they are solids, liquids or gases. - Observe that some materials change state when they are heated or cooled, and measure or research the temperature at which this happens in degrees Celsius (°C). - Identify the part played by evaporation and condensation in the water cycle and associate the rate of evaporation with temperature.	Animals including Humans - Describe the simple functions of the basic parts of the digestive system in humans. - Identify the different types of teeth in humans and their simple functions. - Construct and interpret a variety of food chains, identifying producers, predators and prey.	Sound and Light - Identify how sounds are made, associating some of them with something vibrating. - Recognise that vibrations from sounds travel through a medium to the ear. - Find patterns between the pitch of a sound and features of the object that produced it. - Find patterns between the volume of a sound and the strength of the vibrations that produced it. - Recognise that sounds get fainter as the distance from the sound source increases..	Living Things and their Habitat - Recognise that living things can be grouped in a variety of ways. - Explore and use classification keys to help group, identify and name a variety of living things in their local and wider environment. - Recognise that environments can change and that this can sometimes pose dangers to living things.	Electricity - Identify common appliances that run on electricity. - Construct a simple series electrical circuit, identifying and naming its basic parts, including cells, wires, bulbs, switches and buzzers. - Identify whether or not a lamp will light in a simple series circuit, based on whether or not the lamp is part of a complete loop with a battery. - Recognise that a switch opens and closes a circuit, and associate this with whether or not a lamp lights in a simple series circuit. - Recognise some common conductors and insulators, and associate metals with being good conductors.	The History of Science - Ask relevant questions and use different types of scientific enquiries to answer them. - Set up simple practical enquiries, comparative and fair tests. - Make systematic and careful observations and take accurate measurements using standard units. - Gather, record, classify and present data in a variety of ways to help answer questions. - Report on findings: oral and written explanations, displays and presentations of results. - Use results to draw simple conclusions, make predictions, suggest improvements and raise further questions.
History / Geography	History (Ancient Greece) - Place the Ancient Greek civilisation on a timeline - Understand AD and BC - What is it like to travel there? - What is the food from Ancient Greece like? - Olympics and Terence	Science/History (Sound & Vision) - Place dates relating to significant inventions (sound, light, electricity) on a time line, to include: - Benjamin Franklin - Joseph Swan - Michael Faraday	History (Londinium) - The Roman Empire - Londinium - Roman roads in Britain - Life in the Roman Army - Roman food and drink - Gladiators - The Roman impact on Britain	Science/History (Flight) - Understand the history and development of flight (particularly aeroplanes) and the impact this has on modern travel - Learn about the Wright Brothers and the invention of the plane	History (Away from Home) - Understand how to find out about the events, people and changes in life in Britain during the Second World War - Understand the main features of the period:	Science/Geography (Active Planet) - Physical geography, including: climate zones, biomes and vegetation belts, rivers, mountains, volcanoes and earthquakes, and the water cycle

	Parkin	- Alexander Graham Bell - Zworykin and Farnsworth	- Roman bathhouses	- Learn the story of Amelia Earhart and consider theories about her disappearance	the blitz, propaganda, rationing, evacuation, community, and role of women. - Understand the reasons children were evacuated during World War II, whether from British cities or from other countries	- Human geography, including: types of settlement and land use, economic activity including trade links, and the distribution of natural resources including energy, food, minerals and water - Use maps, atlases, globes and digital/computer mapping to locate countries and describe features studied.
Art / DT / Cookery	Cookery Spanakopita & Tzatziki dip Art	Cookery Stained Glass Cookies Art	Cookery Pompeii Pizza DT Roman catapult	Cookery Mexican Stuffed Peppers Art	Cookery Wartime Rations Art	Cookery Chocolate Lava Cake Art
BSL	BSL Space and Location Use signing space, placement and classifiers to describe locations, positions and movements clearly.	BSL Grammar and Sentence Structure Develop BSL sentence structure, including topic-comment, questions, negation and appropriate non-manual features.	Time and Sequencing Use BSL time markers to describe past, present and future events. Sequence events clearly using appropriate BSL grammar.	BSL Storytelling Retell and create stories using role shift, constructed action, classifiers and facial expressions to show characters and events.	BSL Poetry and Visual Expression Explore and create BSL poetry using handshape patterns, rhythm, movement, repetition and visual expression.	BSL Discussions and Opinions Express opinions, give reasons, ask questions and participate in discussions using clear BSL grammar and turn-taking skills.
Deaf Studies	Deaf Identity Explore what it means to be Deaf, recognise different experiences of deafness and understand the importance of Deaf identity and role models.	Deaf History Explore the history of Deaf education, including Victorian Deaf schools, and compare Deaf people's lives in the past and today.	Communication and Accessibility Explore different ways Deaf people communicate with signers and non-signers. Develop confidence in using communication strategies and understand the role of interpreters.	Deaf Technology Identify different technologies that support Deaf people, including visual alerts, hearing aids and communication devices. Explore how technology has changed over time.	Deaf Community and Culture Explore Deaf organisations, Deaf sports and the importance of the Deaf community. Understand how Deaf people support and connect with one another.	Deaf Awareness and Self-Advocacy Recognise communication barriers, understand different types of support available and develop confidence in explaining personal communication needs.
Computing	E-Safety - How to stay safe online We Are Presenters - How to edit	Programming - Understand the function of an algorithm - Create a story in Scratch Jr	E-Safety - How to stay safe online Word Processing - Understand the function	This Is Me - Digital Passport: Share Jumper - Digital Passport: Protect Password	E-Safety - How to stay safe online We Are Presenters - Film techniques	Stop-frame animation -To explain that animation is a sequence of drawings or photographs -To relate animated

	- Storyboard and movie planning - Create an e-safety video	- Follow instructions to create a code in Scratch Jr - Write basic scripts in Scratch Jr	- of a Word document - Create a paragraph, and manipulate the font, align and bold, italics and underline - Learn shortcuts and how to print a completed document	PowerPoint - Why is online safety important and deliver a presentation	- How to edit - Storyboard and movie planning - Create and edit a video	- movement with a sequence of images - To plan an animation - To review and improve an animation
P.E	Basketball	Gymnastics	Dodgeball Cycling	Dance	Tennis	Cricket
	Swimming	Swimming	Swimming	Swimming	Swimming	Swimming
PSHE / RE	Money Matters (PSHE) Understand different ways to pay for things. Recognise what can influence our spending choices. Understand the difference between needs and wants. Understand what a budget is and why its useful. Make sensible choice about spending and saving money. Recognise that money can affect how people feel.	Friendship and Respect (PSHE) Understand what makes a healthy friendship. Recognise how to show kindness, trust and respect. Know how to manage disagreements with friends. Recognise bullying and know how to get help.	Health and Wellbeing (PSHE) Recognise and describe different feelings. Understand how feelings can affect our behaviour. Explore ways to manage worries, anger and difficult feelings. Understand how to look after our mental wellbeing. Know who to talk to when we need help.	Keeping Safe (PHSE) Recognise safe and unsafe situations. Understand how to protect personal information online. Recognise online risks and know how to report concerns. Understand personal boundaries and how to say no. Know basic first aid and how to get help in an emergency.	Healthy Living and Our Future (PSHE) Understand how sleep, exercise and healthy eating keep us healthy. Recognise how to look after our bodies and prevent illness. Understand that medicines can help us, but some substances are harmful. Identify our strengths, interests and achievements. Explore different jobs and the skills people need.	Growing up & Changing (PSHE) Understand that our bodies change as we grow. Recognise that everyone develops at different rates. Learn about physical changes during puberty, including periods. Understand privacy and personal boundaries. Know who to ask for help about growing up.
	Beliefs & Sacred Texts (RE) Judaism & Christianity Know that Judaism and Christianity have sacred texts. Understand that some stories and beliefs are shared by Jews and Christians. Explore what these stories teach people about how to live.	Hanukkah & Christmas (RE) Understand why religious festivals are important. Explore how Jewish people celebrate Hanukkah and Christians celebrate Christmas. Compare some traditions and symbols used in religious celebrations.	Creation (RE) Know the Jewish and Christian creation stories. Understand that Judaism and Christianity share some religious stories. Recognise that people may understand religious stories in different ways.	Places of Worship Church & Synagogue (RE) identify the main features of a church and synagogue. Understand how places of worship are used. Compare some similarities and differences between Jewish and Christian worship.	Religious Ceremonies (RE) Understand that religions have ceremonies to mark important stages of life. Learn about Bar/Bat Mitzvah in Judaism and Baptism in Christianity. Compare how people show that they belong to a faith community.	Pilgrimage and Special Places Judaism & Christianity (RE) Understand what a pilgrimage is. Explore why some places are special to religious people. Compare pilgrimage in Judaism and Christianity.

School Visits & Events	Unicorn Theatre (Pocket Money) The British Museum Local visit to a restaurant to taste Greek food	Chickenshed / Jackson's Lane Tate Modern Trip to a local synagogue	Verulamium Museum RAF Museum	Science Museum	Anderson Shelter experience at the allotment Imperial War Museum Deafinitely Theatre	Natural History Museum JDA
Text	- The Orchard Book of Greek Myths by Geraldine McCaughrean - Greek Myths by Marcia Williams - Ancient Greece by Eyewitness - Focus on the Ancient World: The Greeks by Anita Ganeri - Ancient Olympics by Jackie Gaff - Illustrated Stories from the Greek Myths by Usbourne	- Diaries/journals of an inventor. - The Iron Man by Ted Hughes. - The Dark by Lemony Snicket. - Beegu by Alexis Deacon. - The Science of Sound by Tabletop Scientist. - Light by Discover Science - Light and Sound by Science Fact Files.	- Black and British: An illustrated history by David Olusoga - A Picture book of Martin Luther King, Jr by David A Adler - Umbrella by Elena Aravelo – Melville - Boudica's Army by Hilary McKay - Roman Britain by Usbourne - Roman Myths by Orchard Book - The Gladiators from Capua by Caroline Lawrence 100 things you should know about Roman Britain by Miles Kelly	- Up and Up by Shirley Hughes -FarTHER by Grahame Baker Smith -Good Night Stories for Rebel Girls by Elena Favilli and Francesca Cavallo -If I had Wings by Pie Corbett -Taking Flight: How the Wright Brothers Conquered the Skies by Adam Hanchen -The Science of Flight: The Air-Mazing Truth About Planes and Helicopters by Ian Graham -A Picture Book of Amelia Earhart by David A. Adler and Jeff Fisher	- Anne Frank by Josephine Poole and Angela Barrett - My Secret War Diary by Marcia Williams - Carrie's War by Nina Bawden - My Story: Blitz by Vince Cross –	- Escape from Pompeii by Christina Balit - Volcano Wakes Up! by Lisa Westberg Peters - Going to the Volcano by Andy Stanton - A Trip to the Top of the Volcano with Mouse by Frank Viva - What happens when Volcanoes erupt? by Daphne Butler - Interfact Volcanoes by Two-Can - Volcanoes by Jenny Wood

This is the projected plan that may be subject to change.