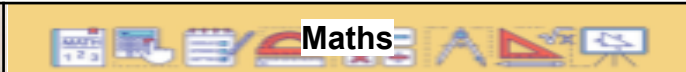
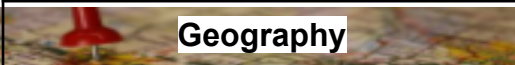




 English	 Maths	 Science	
Narrative: Build upon use of story shapes(fall, then rise; rise-fall- rise; fall-rise-fall) to help guide the plot structure. Story openings: usually open with either: action, dialogue or description of setting or character. Story endings: can end with a moral message, happy ending, surprise or cliff-hanger. Non-ChronologicalReport: Captions and labels to add information to illustrations. Index to guide readers to know how to find something specific they might be looking for. Glossary to provide definitions in a quick and easy guide for the reader. A-Z guide to provide more detail in an accessible way for the reader to look for more information about the contents.	Decimals - Know how to compare decimals. Be able to order decimals. Money - Understand pounds and pence. Be able to order money. Know how to estimate money. Time - Know hours, minutes and seconds.Know years, months, weeks and days. Be able to convert from Analogue to digital - 24 hour. Shape - Identify angles, Know how to compare and order angles. Statistics - Understand line graphs Position and Direction - Be able to move on a grid, Be able to describe movement on a grid, Be able to interpret charts.	States of matter - This project teaches children about solids, liquids and gases and their characteristic properties.They observe how materials change state as they are heated and cooled. Electrical circuits and conductors - This project teaches children about electrical appliances and safety. They construct simple series circuits and name their parts and functions, including switches, wires and cells.	
 Art	 Computing	 DT	 French (MfL)
Animal - This project teaches children about the historical and cultural portrayal of animals in art. They study the visual qualities of animals through sketching, printmaking and clay modeling.	Scratch, algorithms and debugging - Children can select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.	Tomb builders - This project teaches children about simple machines, including wheels, axles, inclined planes, pulleys and levers, exploring how they helped ancient builders to lift and move heavy loads.	Seasons - We will learn how to name each season and to say what the weather is like in different locations. Family - We will learn how to say each member of our family and introduce them by their name.
 Geography	 History	 Music	 PE
While looking at the history of three of the world's first ancient civilisations: ancient Sumer, ancient Egypt and the Indus Valley civilisation, we will also discuss the geological benefits and the reasons why civilizations	Ancient civilizations - This project teaches children about the history of three of the world's first ancient civilisations: ancient Sumer, ancient Egypt and the Indus Valley civilisation. Children will learn about	Changes in pitch, tempo & dynamics (Theme: Rivers) Haiku, music and performance (Theme: Hanami festival)	Handball - pupils will develop their understanding of the attacking principles and defending principles of invasion games. Swimming

were able to develop here.	the rise, life, achievements and eventual end of each civilisation.		
 PSHE Relationships - Recognise situations which can cause jealousy in relationships. Can recognise how friendships change. know how to make new friends and how to manage when I fall out with your friends. Changing me (RSE) Understand that some of your personal characteristics have come from your birth parents and that this happens because you are made from the joining of their egg and sperm. Know how the circle of change works and can apply it to changes I want to make in your life.	 RE Where do we get our morals from? Reflecting on why people make choices about how to live a good life, children consider their views on what is right and wrong. Is scripture central to religion? Children investigate how scripture is used and treated by different people.	 Homework Reading - Read every day for ten minutes. Spelling and Handwriting - Complete the attached spelling sheet. Number Knowledge - Practise your times tables by competing against your friends on Times Tables Rockstars.	 Key Information PE Day: Wednesday & Thursday(Swimming) Class Assembly: Friday 20th June 2025.