

MUSIC

- play and perform in solo and then in ensemble contexts, using their voices and playing musical instruments with increasing accuracy, fluency, control and expression

SCIENCE Keeping Healthy

To work scientifically

- ask relevant questions and using different types of scientific enquiries to answer them
- set up simple practical enquiries, comparative and fair tests
- make systematic and careful observations, and where appropriate, take accurate measurements using standard units, using a range of equipment
- record findings using simple scientific language, drawings, labelled diagrams, keys, bar charts and tables
- Identify differences, similarities or changes related to simple scientific ideas and processes
- use straight forward scientific evidence to answer questions or to support their findings.

Year 3 & 4

- identify and describe the functions of different parts of flowering plants: roots, stem/trunk, leaves and flowers
- explore the requirements of plants for life and growth (air, water, light, nutrients from soil, and room to grow) and how they vary from plant to plant

RELIGIOUS EDUCATION

- understand what a parable is
- understand the moral behind a parable
- understand that a parable is a way Jesus taught about God
- retell the parable Jesus feeds the 5000
- explain what I am grateful for
- understand what a miracle is
- understand that Jesus was teaching for the basis of our lives today

Topic

History

- To explore life during the Anglo-Saxons
- To explore who the Vikings were and why they invaded Britain
- To know some of the key dates and events in the history of Anglo Saxon and Viking rule in Britain
- To describe crime and punishment in Anglo-Saxon Britain
- To learn and organise information about Viking life
- To investigate the beliefs of others and learn about Viking gods and goddesses.
- To explain how the last Anglo-Saxon kings shaped Britain.

Geography

- To find out about the Viking settlement of Britain and how this affected the Anglo-Saxons

Art

- To express knowledge of Viking mythology (The Tree of Life) through art



COMPUTING

- create a template for their advertisement
- be able to create an advertisement for an Anglo-Saxon museum.

PE Team games

- Play competitive games and apply basic principles suitable for attacking and defending

PSHE

- explore different emotions and feelings.
- recognise when actions and feelings are positive.
- identify situations and people that make us happy and feel good about ourselves.
- identify and recognise when actions and feelings are negative.
- recognise that negative statements can be turned into positive statements, to consider optimistic and pessimistic comments and their impact on our mood and emotions and the moods and emotions of others.
- recognise how positive feelings can change our minds and moods.
- explore ways of coping with situations that anger them, in a calm and reasoned manner.

LITERACY

- Comic strip
- Narrative
- Adventure story
- Norse myth
- Biography