

## MATHEMATICS

Week 1 – Number and place value  
Week 2 – Place value and decimals  
Week 3 – Mental methods  
Week 4 – Written methods for addition and subtraction  
Week 5 – Addition and subtraction including problem solving  
Week 6 – 2D and 3D shape  
Week 7 - Assessments  
Children will learn tables on Fridays and will be regularly tested on these.

## LITERACY

Stig of the Dump (Novel)  
Character profile  
Settings – describe the dump  
Newspaper report.  
Adventure story with beginning, middle and end.  
Instructions – how to make a stove pipe/shelter.  
  
Autumn poetry – poems on a theme.  
Description, adding verbs, adverbs.  
Similes.

## SPELLING, PUNCTUATION, VOCABULARY AND GRAMMAR

Review of previous learning – suffixes adding ing, er, ed.  
Prefixes un, dis and mis,  
  
Verbs – describe autumn leaves – twirling, swirling,  
  
Punctuation . !? to be secure – using commas in clauses and lists.  
Grammar – verbs, adverbs, adjectives.  
Parts of a sentence.

# Barn Owls Topic Stone Age to Iron Age

## Values

Friendships

How to be a good friend.

What qualities a friend has.

British values – democracy, respect.

## RE

- Judaism – rites of passage.
- Advent and Christmas.

## Languages – French

Je me present – introductions, numbers, colours.  
Les animaux

## Science

*Rocks and Soils*

-Identify, name and describe different rocks. -Compare, group and investigate different rocks and soils based on appearance and properties  
*Skills – sorting, classifying, observation.*

*Animals including humans, teeth and digestion –*  
Investigate how humans digest their food.

## History/Geography

From Stone Age to Iron Age. Exploring early civilisation in Britain.  
Early cave paintings.  
From hunters to farmers.  
Houses and buildings.

Clothing and food.  
Settlements and villages.

## D&T / Art

Textiles – using natural dyes from the hedgerow.

Iron Age/Stone age houses with textiles and clay.

## PE

High Five Netball  
Football

Gymnastics – strength, balance.  
Key steps preparation.

## Computing

*iSafe – protecting children online – how to keep safe – review of SMART rules.*

*iProgram – programming using Scratch and Turtle to develop games and animations and to make shapes.*

## Music

Using Music Express to explore poetry and create sounds using ostinato, tuned percussion, singing in harmony, exploring timbre and using boomwhackers.