ENGLISH

Narrative:
Explore texts by Oxford authors, such as Lewis Carroll, C. S. Lewis and Philip Pullman
Non-fiction: Discussion text linked to Alice in Wonderland
Reading: identifying themes and conventions across a range of texts (linking old and modern fiction), exploring inference linked to characterisation.
Listen to, examine and recommend an increasingly greater range of classic and modern stories and texts read aloud to support developing a positive attitude to reading.

Oracy link:

Poetry by heart - learning poems by heart for performance.

MATHEMATICS

Multiplication and division
Recall multiplication and division facts for multiplication tables up to 12 x 12.
Recognise and use factor pairs in mental calculations.
Multiply and divide by 10, 100 and 1000.
Multiply two-digit and three-digit numbers by a one-digit number using formal written layout.
Measurement
Convert between different units if measure (for example, kilometre to metre).
Measure and calculate the perimeter and area of a rectilinear figure (including squares) in centimetres and metres.

SCIENCE

Sound:
How the ear works
How sound travels to the ear including vibrations
Investigating volume and pitch
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
Establish 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

COMPUTING

Progamming and repetition in shapes

Pupils will create programs by planning, modifying, and testing commands to create shapes and patterns. They will use Logo, a text-based programming language.
E-safety
Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact

Oxford

GEOGRAPHY

The differences between villages, towns, cities, counties, countries and continents.
The settlement of Oxford and the importance of its location.
The River Thames (from source to estuary) and how the river has impacted on the people living near it, considering human and physical features.
Use maps to identify features of settlements and understand how Oxford has developed over time.

HISTORY

The reasons people settled in and around Oxford.
Research the history and importance of Oxford Castle and Queen Matilda.

PHYSICAL EDUCATION

Netball - Developing controlled range of passes, moving into spaces, dodging and marking. Using these skills in game play. Beginning to understand the different positions on court.
Swimming - developing stamina to swim a range of strokes over increasing distances.

ART

Painting Focus
Famous artist focus – William Turner. Focus on landscapes linked to Oxford.
To discuss art work confidently
Demonstrate understanding of how paintings are created (Composition).
Choose appropriate paper, paint and implements to create adapt and extend work. Create imaginative work from a variety of sources.

MUSIC

Recorders:
To continue to apply notes b, g and a to playing short tunes and compositions, adding in c.
To understand and apply dynamics to listening, to, responding to and playing music.

PSHE and Jigsaw

Dreams and goals
Explore dreams and goals and how they might go about achieving them as well as how to be resilient and maintain a positive attitude when working to reach goals.

FRENCH

Les Legumes (Vegetables)
To learn 10 common vegetables in plural form. To use basic transactional language for buying different quantities from a market stall.