

Human Values	Literacy	Numeracy
<ul style="list-style-type: none"> To understand that values are like "treasures" we have inside us. We just need to discover them and let them 'shine' by putting them into practice. To discover and practice the values of RESPECT, GRATITUDE and SHARING. We will use inspiring quotations, songs, stories, silent sitting breathing exercises and group activities to understand them in a practical way. To understand and use our "Human Values Circuit: head, heart & hands" to make more conscious and better choices. To choose to be part of the 'solution' rather than the 'problem' when a situation of conflict arises. 	<ul style="list-style-type: none"> To follow the <i>Read Write Inc.</i> programme. To explore characters in a story. To understand how suspense is created. To know when and how to use inverted commas. To begin to use paragraphs. To begin to evaluate and edit written work. To use different sources to gather information. To understand and use key features of non-fiction texts e.g. headings, sub-headings, boxed text, etc. 	<ul style="list-style-type: none"> To read and write 4-digit numbers and know what each digit represents. To learn multiplication and division facts for the 6 and 9 times-tables and identify patterns. To find fractions of amounts. To tell and write the time to the minute on analogue and digital clocks. To add two 3-digit numbers using column addition; to subtract a 3-digit using an expanded column method. To look at place value in decimals and the relationship between tenths and decimals. To round 4-digit numbers to the nearest: 10, 100 and 1000.
Science	Humanities	Spanish
<ul style="list-style-type: none"> To identify electrical & non-electrical appliances. To sort appliances based on whether they use mains or batteries. To explain how a switch turns the electrical current on and off. To explain, with support, how a circuit works. To name at least two electrical conductors and insulators. To be able to create a simple series circuit both with and without a switch. 	<ul style="list-style-type: none"> To locate some of the world's rivers using maps to focus on Europe and North and South America. To describe and understand key aspects of physical geography associated with rivers. To describe and understand the main uses of a river. To create a glossary of the key vocabulary. To gain an understanding of the water cycle. 	<ul style="list-style-type: none"> To listen to and engage with Spanish language by asking and answering questions. To explore the topic "Who We Are" and to speak in sentences using familiar vocabulary related to personal information, physical appearance and family. To appreciate and learn Spanish stories, songs, poems and rhymes.
Art & Design Technology and Music	Physical Education & Drama	Information Computer Technology & Robotics
<ul style="list-style-type: none"> To use sketching, drawing and a wide range of 3D techniques to portray our ideas and imagination in the artistic spectra. To develop skills in art, design and architecture in using colour, pattern, texture and a range of recycled materials. <p>Music:</p> <ul style="list-style-type: none"> To sing songs in unison with actions. To know the music scale and notes. To experiment with, create, select and combine sounds using inter-related dimensions of music. 	<ul style="list-style-type: none"> To develop an awareness of corporal symmetry. To practice stretching and breathing exercises. To experiment static and dynamic equilibrium. To develop hand-eye coordination skills, spatial awareness and general fitness. To develop different jumping skills & techniques. <p>Drama:</p> <ul style="list-style-type: none"> To develop body awareness and spatial perception. To develop personal creativity. To cooperate in teams to solve problems. 	<ul style="list-style-type: none"> To cover key ICT skills and key terminology. To use technology safely and recognise common uses of ICT. To learn basic typing skills. To use simple Web applications to create a comic strip. To discover and explore Google Earth and Google Maps. Programming initiation with "Scratch".