Maths

To find pairs with a total of 100, add to the next multiple of 100 and subtract to the previous multiple of 100.

To read, write 4-digit numbers and know what each digit represents.

To compare 4-digit numbers using < and > and place on a number line.

To add 2-digit numbers mentally and subtract 2-digit and 3digit numbers.

To learn multiplication and division facts for the 6 and 9 times-table and be able to identify patterns.

To multiply multiples of 10 by single-digit numbers. To multiply 2-digit numbers by single-digit numbers.

Geography - Where are the rainforests?

To explore where the different rainforests are located across the world.

To recognise that rainforests have a unique climate and be able to make sensible comparisons between the climate there and in the UK.

To understand the structure of a rainforest.

To identify different living things that live in the rainforest and understand which layers these living things would be found in.

To understand the threat posed to the future of rainforests and how they can be protected in the future.

Art/Design and Technology

To draw rainforest animals from observation.

To study and explore the art of Henri Rousseau.

To create a rainforest scene in the style of Henri Rousseau.

French

To understand the names of different parts of the body. To understand that all nouns have a gender in French. To listen for and identify a key sound as it occurs in a rhyme. To read and demonstrate understanding of a short text.

Literacy

To understand the features of a fact-file.

To create a fact file for a rainforest animal using class and independent research.

To write a journal based on the experiences of a child living in the rainforest.

To write a story from a different culture based on 'The Great Kapok Tree'.



Religious Education - What does it mean to be a Hindu in Britain today?

To learn about key aspects of Hindu belief and worship. To find out some key Hindu beliefs, and how these are expressed in thoughts and actions.

To consider what being a Hindu in Britain today would be like.

Science - Living things and their habitats

ways.

To explore and use classification keys to help group, identify and name a variety of living things in their local and wider environment.

To recognise that environments can change and that this can sometimes pose dangers to living things.



game for a target audience. effective. To create a working prototype for a game. To develop the functionality of a game. To improve the interface of a game.

To develop progression within a game.

To recognise that living things can be grouped in a variety of

PE - Personal Skills

To develop coordination through footwork movements.

To develop static balance through one leg movements.

Music - Performance/Composition

To develop performances of contrasting poems.

To use their voices to speak expressively and rhythmically.

To discover ways to create ostinato accompaniments to enhance performance.

To make descriptive accompaniments and discover how the environment has inspired composers throughout history.

Computing - We are software developers (Unit 4.1)

To plan, create, develop and test their own educational

To analyse existing games and identify what makes them

To test and make improvements to the game.