Where could the map take you?

<u>English</u>

This half term we will be working on writing a narrative based on the Firework Maker's Daughter and creating persuasive adverts based on the same text.

<u>Maths</u>

This half term the children in year 3 will be learning about fractions and length and perimeter.

In year 4 the children will be ;earning about fractions before learning about decimals.

Art and DT

What different lines and marks can we draw?

What are the different textures and effects can we create?

How do you follow a recipe to cook a dish?

Otters Class Topic Web

Spring Term

Our value this term is Justice.

<u>Topic</u>

How can maps be used to help us?

What are mountains and how are they formed?

What can we discover about Mount. Everest?

What are volcanoes? What is the structure of a volcano? What is a volcanic eruption?

<u>RE</u>

How do festivals and family life show what is important to Jewish people?

What are the main beliefs of Judaism?

What was the exodus?



PHSCE

What is responsibility?

How do you show kindness?

What affects our feelings?

What is bullying and how to deal with worries?



<u>PE</u>

What are the techniques needed to successfully play handball and cricket?

Computing

How can we use Scratch to code a musical instrument?

What is debugging?

How can Scratch be used to program a simple game?



<u>Science</u>

What are forces?

What are pushes and pulls?

What forces can we identify in the world around us?

How do objects move across different surfaces and through the air?

Music

This term the children will continue to learn the ukulele.



Where could the map take you?



Maths Year 3	Maths Year 4	English	Topic History and Geography	Science	RE
 Measure, compare, add and subtract: lengths (m/cm/mm); mass (kg/g); volume/capacity (l/ml). Measure the perimeter of simple 2D shapes. Count up and down in tenths; recognise that tenths arise from dividing an object into 10 equal parts and in dividing one -digit numbers or quantities by 10. Recognise and use fractions as numbers: unit fractions and non-unit fractions with small denominators. Recognise, find and write fractions of a discrete set of objects: unit fractions and non -unit fractions with small de- nominators. Solve problems 	 Recognise and show, using diagrams, families of common equivalent fractions. Count up and down in hundredths; recognise that hundredths arise when dividing an object by one hundred and dividing tenths by ten. Solve problems involving increasingly harder fractions to calculate quantities, and fractions to divide quantities, including non-unit fractions where the answer is a whole number. Add and subtract fractions with the same denominator Recognise and write decimal equivalents. Dividing a one or two digit number by 10 or 100, identifying the value of the digits in the answer as ones, tenths and hundredths. 	Write stories of adventure. Write persuasively. Create and expand characters in narrative e.g. using expand- ed noun phrases, similes, dialogue, fronted adverbial phrases. Use inverted commas and other punctuation accurately to indicate direct speech. Use prefixes and suffixes and understand how to add them. Spell homophones correctly. Spell correctly often misspelt words. Draw inferences about char- acters' thoughts and actions Identify the over-arching theme of a text	Locate countries using maps. Describe and understand key aspects of mountains and volcanoes. Use maps to locate countries and describe physical fea- tures.	Compare how things move on different surfaces. Notice that some forces need contact between two objects. Setting up simple practical enquir- ies, comparative and fair tests. Using results to draw simple con- clusions, make predictions for new values, suggest improvements and raise further questions	Identify key Jewish be- liefs about God. Make clear links be- tween the story of the Exodus and Jewish be- liefs about God and his relationship with the Jewish people. Describe how Jews show their beliefs through worship in fes- tivals, both at home and in wider communities.
PE	Art and DT	PHSCE	Music	Computing	PHILIP
Play competitive games and apply basic principles suitable for attack- ing and defending	Drawing: Lines and Marks using a wide range of implements. Painting: Experiment with different effects and textures, thickened paint creating textural effects. Cookery.	Health and well being Comfortable and uncomforta- ble feelings Problems in relationships Anti-bullying Help and support Keeping safe at home, keep- ing safe outside	Play and perform in solo and ensemble contexts, using voice and playing instruments with increasing accuracy and control.	Pupils will design, write and de- bug programs that accomplish specific goals and solve problems. Use sequence, selection, and rep- etition in programs. Use logical reasoning to explain how some simple algorithms work.	PULLMAN

Links to the National Curriculum

TREWORK-MAKER S DAUGHTE