

Vikings

Science

Understand why it is important to collect data to answer questions.
Suggest questions which can be tested.
Put forward ideas about testing.
Make predictions
With help, carry out a fair test recognising and explaining why it is fair.
Make relevant observations and comparisons.
Communicate findings in a variety of ways.
Explain what the evidence shows in a scientific way.

History/Geography
Place events, people and changes into correct periods of time.
Use dates and vocabulary relating to the passing of time.
Identify and describe reasons for and results of historical events, situations and changes in the period studied.
Begin to give reasons for and results of the main events and changes.
Use sources of information, including ICT, to find out about events, people and changes
Communicate knowledge and understanding in a variety of ways.

ICT
Classify and check sources for accuracy and relevance.
Develop and refine ideas to present their work using text, tables, images or sound.
Review and develop their ideas and those of others.

R.E

To know that Sikhs celebrate the birthday of Guru Nanak a person who lived a long time ago, in India and who was the first of their teachers.
To understand that Sikhs believe in one God who made everything.
To understand that Sikhs believe that God told Guru Nanak to teach people how to behave.
Consider what it means for everyone to be equal.
To know that a Gurdwara is a special place for Sikhs and that Sikhs sit and share food together in the Gurdwara and that this shows their belief in equality.
To recognise the Sikh symbol, the Khanda and know how it is made up of different items placed together.

PSHCE

Empathise with the lives of people living in other places.
To continue to develop skills to take part in small discussions about community issues.
Continue to value the contribution of others in discussion.

Art

Explore ideas and collect information to begin to develop their work.
Use visual and tactile qualities in materials and techniques, design and make images for different purposes.
Use visual and tactile qualities in materials and techniques, design and make images and artefacts for different purposes.
Comment on similarities and differences between their own and others' work.
Adapt and improve their own and others' work

Music
MX play



Report solutions to puzzles and problems in a variety of ways.
Use decimal notation for money and measurement; position one-place and two-place decimals on a number line.
Develop and use written methods to record, support and explain multiplication and division of two-digit numbers by a one-digit number, including division with remainders.
Draw polygons and classify them by identifying their properties, including their line symmetry.
Visualise 3-D objects from 2-D drawings; make nets of common solids.
Answer a question by identifying what data to collect; organise, present, analyse and interpret the data in tables, diagrams, tally charts, pictograms and bar charts, using ICT where appropriate.

Explain how writers use figurative and expressive language to create images and atmosphere
Choose and combine words, images and other features for particular effects
Organise texts into paragraphs to distinguish between different information, events or processes
Identify how talk varies with age, familiarity and purpose
Explain how ideas are developed in non-fiction texts
Interrogate texts to deepen and clarify understanding and response
Develop and refine ideas in writing using planning and problem-solving strategies
Summarise and shape material and ideas from different sources to write convincing and informative non-narrative texts
Use word processing packages to present written work and continue to increase speed and accuracy in typing
Write consistently with neat, legible and joined handwriting

P.E – Games

Net/Wall games
To consolidate their striking skills and improve the control and quality.
To vary the shots and apply them appropriately.
To recognise what they do well and what needs improving.
To adapt rules of net games.

Swimming