



THERE'S NO FULL STOP TO LEARNING

Our vision is to enable children to become lifelong learners by creating a safe and inclusive learning environment that nurtures individuality and enhances potential

PE- Hockey

- Pupils should pass, dribble and shoot with control in games; identify and use tactics to help their team keep the ball and take it towards the opposition's goal; mark opponents and help each other in defence; know and carry out warm-up activities that use exercises helpful for invasion games; pick out things that could be improved in performances and suggest ideas and practices to make them better

English

- To recognise and use the subjunctive clause
- To recognise and use the present perfect and past perfect tenses
- To recognise and use the present continuous and past continuous tenses
- To identify and use different types of determiner
- To identify and use subordinate clauses
- To identify and use relative clauses
- To use apostrophes for omission and possession

RE/PSHCE-

Islam Unit 7- The journey of a Lifetime

Science- Living Things and Their Habitats

- to describe how living things are classified into broad groups according to common observable characteristics and based on similarities and differences, including micro-organisms, plants and animals
- to give reasons for classifying plants and animals based on specific characteristics

Skills and Knowledge

PSHE

- to understand what stress and anxiety are
- to develop different ways of coping when things aren't going our way

Computing

- To understand how to use variables when programming in Scratch

Maths

- To find the area of regular 2d shapes, including triangles, parallelograms, trapezoids and circles
- To find missing angles in regular 2d shapes
- To find alternates and corresponding angles
- To find missing coordinates in 4 quadrants
- To translate, reflect and rotate shapes on an axis
- To describe and interpret results and solutions to problems using the mode, range, median and mean
- To be able to represent and interpret sequences, patterns and relationships involving numbers and shapes; suggest and test hypotheses; construct and use simple expressions and formulae in words then symbols (e.g. the cost of c pens at 15 pence each is 15c pence)
- To use the correct order of operations using BIDMAS

Geography/History- The Aztecs

- To use maps to identify the Spanish empire in South America
- To understand where the Aztec empire fits on a timeline
- To summarise the main events of the Spanish conquest of Tenochtitlan
- To use primary sources to describe the Spanish conquest of the Americas
- To use primary and secondary sources to describe modern Mexico
- To use maps and aerial photos to understand how Mexico City has changed over time

Art/DT

- to use 3d modelling to create a replica of the floating gardens of Tenochtitlan
- to create 3d replica of an Aztec temple
- to create a mural in the style of Diego Rivera