

GOOD VIBRATIONS Class 1 Term 3

Maths Fractions

Recognise and show, using diagrams, families of common equivalent fractions.

Identify, name and write equivalent fractions of a given fraction, represented visually including hundredths.

Compare and order fractions whose denominators are multiples of the same number.

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.

Solve problems involving multiplication and division, including scaling by simple fractions and problems involving simple rates.

Add and subtract fractions with the same denominator.

Add and subtract fractions with the same denominator and denominators that are multiples of the same number.

Recognise mixed numbers and improper fractions and convert from one form to the other and write mathematical statements >1 as a mixed number [for example $+ = = 1$]

Multiply proper fractions and mixed numbers by whole numbers

Decimals and Percentages

Recognise and write decimal equivalents of any number of tenths or hundredths.

Recognise and write decimal equivalents to $\frac{1}{4}$, $\frac{1}{2}$, $\frac{3}{4}$

Read and write decimal numbers as fractions [eg $0.71 =$]

Recognise and use thousandths and relate them to tenths, hundredths and decimal equivalents.

Count up and down in hundredths; recognise that hundredths arise when dividing an object by one hundred and dividing tenths by ten.

Find the effect of 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

Multiply and divide whole numbers and those involving decimals by 10, 100 and 1000.

Round decimals with one decimal place to the nearest whole number.

Round decimals with two decimal places to the nearest whole number and to one decimal place.

Compare numbers with the same number of decimal places up to two decimal places.

Read, write, order and compare numbers with up to three decimal places.

Solve problems involving number up to three decimal places.

Recognise the per cent symbol (%) and understand that per cent relates to 'number of parts per hundred', and write percentages as a fraction with denominator 100, and as a decimal.

Solve problems which require knowing percentage and decimal equivalents $\frac{1}{2}$, $\frac{1}{4}$, $\frac{1}{5}$, $\frac{2}{5}$, $\frac{4}{5}$

Measurement

Solve simple measure and money problems involving fractions and decimals to two decimal places.

Estimate, compare and calculate different measures, including money in pounds and pence.

Use all four operations to solve problems involving measure [for example, length, mass, volume, money] using decimal notation, including scaling.



Literacy

- To write information texts linked to research on musicians of the past and musical instruments

- To write reports with an introduction, logical points and conclusion



- To understand and use effectively colons and semi colons

- To demonstrate an understanding of imperatives, clause

- To use past and future tense with accuracy

- To investigate prefixes- tele, audi, trans, micro (related to sound travel)

Geography

- Develop contextual knowledge of the location of globally significant places
- Link these places to famous music venues (Sydney Opera House, Madison Square Gardens, Royal Albert Hall etc)

MFL

- Engage in conversation and speak in sentences
- Develop pronunciation and intonation
- Link with words to do with music

PSHE

- E safety keeping things confidential
- Stereotyping

Science Sound

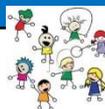
- Identify how sounds are made, associating some of them with something vibrating
- Recognise how sounds travel through a medium to the ear
- Find patterns between pitch and sound and features of the object that produced it
- Find patterns between the volumes of sound and the strength of the vibrations that produce it
- Recognise that sounds get fainter as the distance from the sound source increases



DT-Creating own instruments- design, make , evaluate

- Develop ideas through discussion, sketches and diagrams
- Construct using a range of tools and materials
- Evaluate design plans and completed work
- Develop technical knowledge

PE



RE

To explore Judaism , the Torah and 10 Commandments. To understand The Eucharist

Enrichment- Science workshop

Music

- To explore the creation of music
- Explore famous composers and iconic musicians from the decades

Art-

- Invent and create own works of art in the style of Rothko based on moods and feelings
- Learn about great artists i.e. Rothko and cultures from around the world
- Research iconic album covers and cultural impact on the world

Computing- *Select, use and combine a variety of software*

- Develop coding to invent own rock band
- To use software to support music programming
- E safety

OBJECTIVES