

# 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