

## Maths (opportunities to apply

maths in problem solving and reasoning)

- \* Practical problems involving length, height, mass, weight and capacity
- \* Solving problems involving time
- \* Recognise values of different denomination of coins and notes
- \* Describe position, direction and movement



## Literacy (Links)

Develop pleasure in reading, motivation to read, vocabulary and understanding by:

- \* Listening to and discussing a wide range of stories at a level beyond that at which they can read independently
- \* Being encouraged to link what they read or hear read to their own experiences
- \* Becoming familiar with key stories, fairy stories and traditional tales, retelling them and considering their particular characteristics
- \* Recognising and joining in with predictable phrases
- \* Discussing word meanings, linking new meanings to those already known

When reading they:

- \* Can check makes sense to them and correct inaccuracies, discuss the significance of the title and events, make inferences on the basis of what is being said and done, predicting what might happen on the basis of what's been read so far.

Write sentences by:

- \* saying out aloud what they are going to write, composing a sentence orally before writing it, sequencing sentences to form short narrative, re-reading what they have written to check that it makes sense what they have written with the teacher or other pupils



## History- (Link with the theme of

Toys)

- \* Changes within living memory. Where appropriate, these should be used to reveal aspects of change in national life
- \* Significant historical events, people and places in their own locality



## MFL



- \* To develop skills in speaking, listening, reading and writing including number and dictionary work.

Topics include places in town, musical instruments and likes and dislikes

## Geography

- \* Use world maps, atlases and globes to identify the United Kingdom and its countries, as well as the countries, continents and oceans studied at this key stage
- \* Use simple compass directions (North, South, East, West) and locational, directional language (e.g. near, far, left, and right), to describe the location of features and routes on a map.

## PSHE

Term 1- Citizenship-The school community



Term 2- Relationships including friendships and feelings

# ARE YOU READY TO PLAY

## Class 3

## Music

- \* Play tuned and untuned instruments
- \* Listen with concentration and use a range of high quality live and recorded music
- \* Experiment with, create, select sounds using the inter-related digital music



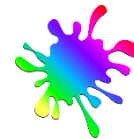
## Science

- \* Distinguish between an object and the material from which it is made
- \* Identify and name a variety of everyday materials, including wood, plastic, glass, metal, water and rock
- \* Describe the simple physical properties of a variety of everyday materials
- \* Compare and group together a variety of everyday materials on the basis of their simple physical properties



## Art

- \* To use a range of materials creatively to design and make products



## DT

**Design**\* design a purposeful, functional, appealing products for themselves and others based on design criteria

\* Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and IT

**Make**\* Select from and use a range of tools and equipment to perform practical tasks

\* Select from a wide range of materials and components, including construction materials, textiles and ingredients according to their characteristics

**Evaluate**\* Explore and evaluate a range of existing products

\* Evaluate their ideas and products against design



## PE

Term 1 Multi-skills and gymnastics

Term 2 Multi-skills and Dance



## Computing

\* To understand algorithms, how they are implemented as programs on digital devices and that programs execute by following precise and unambiguous instructions

\* Create and debug simple programs

\* Use logical reasoning to predict behaviour of a simple pattern

\* Use technology purposefully to create, organise, manipulate and retrieve content

\* Understand Internet safety



## RE

Christianity and the parables

## Enrichment

Toy Maker story Teller workshops, Play games with parents

## OBJECTIVES