**HISTORY:**

A local history study

* a study of an aspect of history or a site dating from a period beyond 1066 that is significant in the locality (WWII).

**Global Learning Themes**

Rights and essential services - Understand the link between rights, essential services and development *(link to WW2 – how was this managed in Britain who had their rights removed)*

Globalisation and interdependence - Understand how globalisation has linked people through trade, financial flows, socially and culturally *(why WW2 started and expand through P4C)*

**GEOGRAPHY:**

Locational knowledge

* locate the world’s countries, using maps to focus on Europe (including the location of Russia) and North and South America, concentrating on their environmental regions, key physical and human characteristics, countries, and major cities
* identify the position and significance of latitude, longitude, Equator, Northern Hemisphere, Southern Hemisphere, the Tropics of Cancer and Capricorn, Arctic and Antarctic Circle, the Prime/Greenwich Meridian and time zones (including day and night)

**SCIENCE:**

**Observational Science (related to Animals including humans)**

* recognise the impact of diet, exercise, drugs and lifestyles on the way their bodies function. Log and record chn’s results in a variety of ways.

**Electricity**

* associate the brightness of a lamp or the volume of a buzzer with the number and voltage of cells used in the circuit
* compare and give reasons for variations in how components function, including the brightness of bulbs, the loudness of buzzers and the on/off position of switches
* use recognised symbols when representing a simple circuit in a diagram.

**READING:**

* Check that the book makes sense to them, discussing their understanding and exploring the meaning of words in context
* Ask questions to improve their understanding
* Summarise the main ideas drawn from more than one paragraph, identifying key details to support the main ideas
* Identify how language, structure and presentation contribute to meaning
* Discuss and evaluate how authors use language, including figurative language, considering the impact on the reader
* Retrieve, record and present information from non-fiction
* Participate in discussions about books that are read to them and those that they can read for themselves,
* Provide reasoned justifications for their views

**WRITING:**

* **Relation of words by meaning: synonym and antonym**
* Identify the audience for and purpose of the writing, select the appropriate form and use other similar writing as models for their own
* In narratives, describe settings, characters and atmosphere
* Use further organisational and presentational devices to structure text and to guide the reader
* Ensure the consistent and correct use of tense throughout a piece of writing
* Proofread for spelling and punctuation errors
* **Use passive verbs to affect presentation of information**
* **Link ideas across paragraphs using a wider range of cohesive devices: repetition, adverbials, ellipsis**
* **Use of the colon and semi colon in lists**
* **Use of bullet points**

**MATHS: KPIs**

**Place Value**

* Round any whole number to a required degree of accuracy.
* Use negative numbers in context, and calculate intervals across zero.

**Addition, Subtraction, Multiplication & Division**

* Multiply multi-digit numbers up to 4 digits by a two-digit whole number.
* **Divide numbers up to 4 digits by a two-digit number and interpret remainders as whole number remainders, fractions, or by rounding, as appropriate for the context.**
* Solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why.
* Use estimation to check answers to calculations and determine, in the context of a problem, an appropriate degree of accuracy.

**Fractions (including decimals & %)**

* Multiply one-digit numbers with up to two decimal places by whole numbers.
* **Use written division methods in cases** where **the answer has up to two decimal places.**
* Solve problems which require answers to be rounded to specified degrees of accuracy.
* Recall and use equivalences between simple fractions, decimals and percentages, including in different contexts.

**Ratio & Proportion**

* Solve problems involving the calculation of percentages *[for example, of measures, and such as 15% of 360]* and the use of percentages for comparison.
* Solve problems involving unequal sharing and grouping using knowledge of fractions and multiples.

**Algebra**

* Use simple formulae.

**Measurement**

* Use, read, write and convert between standard units, converting measurements of length, mass, volume and time from a smaller unit of measure to a larger unit, and vice versa, using decimal notation to up to three decimal places.

**Properties of Shapes**

* Compare and classify geometric shapes based on their properties and sizes and find unknown angles in any triangles, quadrilaterals, and regular polygons.

**Position and Direction**

* Describe positions on the full coordinate grid (all four quadrants).

**Statistics**

* Interpret pie charts and line graphs and use these to solve problems.
* Calculate and interpret the mean as an average.

**ART AND DESIGN:**

* to create sketch books to record their observations and use them to review and revisit ideas
* to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]
* about great artists, architects and designers in history.

**MUSIC:**

* play and perform in solo and ensemble contexts, using their voices and playing musical instruments with increasing accuracy, fluency, control and expression
* improvise and compose music for a range of purposes using the inter-related dimensions of music
* listen with attention to detail and recall sounds with increasing aural memory
* use and understand staff and other musical notations
* appreciate and understand a wide range of high-quality live and recorded music drawn from different traditions and from great composers and musicians
* develop an understanding of the history of music.

**DT:**

* Design, Make and Evaluate. Link this to your project work. Within the year this needs to include a link to cooking and nutrition. (see NC document for further detail).

**RE:** Religion, family and community (approx. 13 hours teaching)

**Knowing about and understanding religions and world views**

- Explain the impact of and connections between ideas, practices, viewpoints

- Appreciate and appraise different understandings of religion and world views

**Expressing and communicating ideas related to religions and world views**

- Explain diverse ideas and viewpoints clearly in various forms

- Express insights into questions, giving coherent accounts of beliefs and ideas

**Gaining and deploying the skills for studying religions and world views**

- Investigate and explain why religions and world views matter

- Enquire into and interpret ideas, sources and arguments

**PE:**

* use running, jumping, throwing and catching in isolation and in combination
* play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and apply basic principles suitable for attacking and defending
* develop flexibility, strength, technique, control and balance [for example, through athletics and gymnastics]
* perform dances using a range of movement patterns
* take part in outdoor and adventurous activity challenges both individually and within a team
* compare their performances with previous ones and demonstrate improvement to achieve their personal best.

**COMPUTING:**

Unit 6.5

POS Ref.: design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into

smaller parts

POS Ref.: use sequence, selection, and repetition in programs; work with variables and various forms of input and output

POS Ref.: use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs

*Linked into electricity*