<u>Math</u>

1. Multiplication & Division. Pupils will:

learn how to multiply and divide by 6, 7, 9, 11 and 12; begin to understand mathematical vocabulary such as 'quotient' in relation to division; learn how to calculate multiplication equations using the multiplication facts that they know; understand the difference between sharing and grouping; understand the commutative law in multiplication; solve problems involving multiplication and division.

2. Further Multiplication & Division.

Pupils will further develop their understanding of multiplication and division. They will: learn how to divide and multiply by 1 and 0 and understand the law of commutativity; learn how to multiply three numbers together using prior knowledge of multiplication tables.

Pupils will use their tables and knowledge of place value to multiply multiples of 10, multiply 2-digit and 3-digit numbers using short multiplication.

Pupils will learn more about division and will divide 2-digit numbers using two methods, including numbers with remainders. They will learn to solve multiplication and division problems using the methods they have learned and will use bar models to visualise what the problem is asking them to do.

3. Graphs.

Pupils will learn how to interpret picture graphs and bar graphs. They will be introduced to line graphs and how they are used to measure change over time. They will interpret line graphs and use information collated in a table to draw a line graph. Pupils will make predictions based on trends identified in data.

×	1	1 8
		8
+	8	0
	8	8



Religious Education

The deeper meaning of festivals

- Learn about festival celebrated by religions including Hinduism, Judaism, Islam, Christianity.
- Understand how festivals show faith and commitment to religions.
- Make links between different religions which celebrate good over evil.

Computing We are Toy Designers: The

pupils learn to make a prototype of a toy and test it out.

- 1. Find out about inputs and outputs and plan your toy.
- 2. Design your toy in Scratch.
- 3. Program your toy simulation.
- 4. Test and improve your toy simulation.

<u>Music</u> *Topic Title:* Ukuleles and Composition.



PE

Gymnastics – Pupils create more complex sequences. They learn a wider range of travelling actions and include the use of pathways. They develop more advanced actions such as inverted movements and explore ways to include apparatus. They will demonstrate control in their behaviour to create a safe environment for themselves and others. They work independently and in collaboration with a partner to create and develop sequences. Pupils receive and provide feedback in order to make improvements on their performances. In gymnastics, pupils develop performance skills considering the quality and control of their actions.

Invasion Games - Pupils develop their understanding of the principles of defending and attacking. They use and develop skills such as sending and receiving with both feet and hands and dribbling with both feet and hands. They will have the opportunity to play uneven and even sided games. They learn how to score points in these types of games and learn to play to the rules.

MFL

Children will learn the names of body parts in German and how to describe themselves. They will also learn the names of more colours in German.



<u>PSHE</u> Myself & My Relationships (Family & Friends)*:*

At the end of this unit most pupils will:

be able to describe some of the qualities of a good friend, and will have developed strategies for making and keeping friends on and offline.
understand and be able to cope with changes in friendship patterns and know some ways to resolve conflict in friendships

• be able to describe some emotions felt by people experiencing friendship challenges and the cause of these

• be able to describe some ways families offer support in challenging times

• be able to identify special people in their networks and know how to access support and from whom.



Spring Term 1