Maths

Learning will include:

- written and mental methods for multiplication and division
- exploring time and money ٠
- exploring fractions (year 3), fractions, decimals and percentages (year 4)
- measuring space
- investigating angles •

Children continue to work on their **Maths**

Passport.

Problem Solving and Reasoning throughout

Religious Education

Who was Jesus and why do people follow him?

Children will explore selected stories from the life of Jesus in order to gain an insight into how Jesus changed people's lives and why many still follow and worship him today.

EASTER – Visitng St Marys' Church for Experience Easter

Art

Looking at the work of **Giacometti** and taking inspiration to create our own sculptures in the same style using *Modroc*.



GOOD

BIBLE

PSHCE

Healthy living

choices we make.

English

Fiction

Riding Hood

Non-fiction

(prepositions)

Term 3 - A Warning Tale based on Little Red

Term 3 – Instruction texts How to catch the wolf

Weekly spellings from the National Curriculum

6.

Knowing Me, Knowing You

(story structure, punctuation of speech)

Term 4 - Recounts (verb inflections)

Term 4 – A Quest (Character description)



Term 3 Bones

Science

Learning will include: Labelling the bones of a skeleton using scientific language Learning about our muscles and how they allow movement Identifying the types and functions of teeth Investigating what causes tooth decay Term 4 **Digestion and Nutrition** Learning will include: The process of digestion The main food groups What makes a healthy diet Visit to **@BRISTOL** science centre



Music Children will use tuned

instruments (glockenspiel and

focus on rhythm, pulse and

musical notation. They will

continue to increase their

knowledge of musical

vocabulary.

Looking in particular at the

recorder, if appropriate) as they

Years 3 and 4 Terms 3-4 2015 - 16



Design and Technology Understanding and applying the principles of a healthy and varied diet Preparing a healthy dish using a range of cooking techniques



Computing

Using Logo software programme... Solving problems by decomposing them into smaller parts Using sequence and selection in programs

P.E Y4 – Swimming (term 4)

Y3 and 4 – Gynastics, Dance and Invasion Games

Y3 – Netball