

SCIENCE

States of matter

Compare and group materials together according to whether they are , solids liquids or gasses.

Observe changes of state at different temperatures, measure or research the Temp (°C) at which this happens.

Identify evaporation and condensation in the water cycle and link the rate of evaporation with temperature.

Rocks

Compare and group rocks on the basis of appearance and simple physical properties.

Describe in simple terms how fossils are formed when things that have lived are trapped in rock.

Recognise that soils are made from rocks and organic matter.

HISTORY

The Roman Empire and its impact on Britain.

The Viking settlement and the struggle for the Kingdom of England

Compare the two.

RE

Work from "Awareness, Value and Mystery.

Unit 2 "What can we learn from the life and teaching of Jesus"

GEOGRAPHY

The water cycle.

Identify the position and significance of latitude longitude and the Equator.

Name and locate the counties and cities of the United Kingdom, geographical regions and their identifying human and physical characteristics, key topographical features and land use patterns. Understand that some change over time.

Art

Developing and using creative and technical language.

Painting and creating Colour Drawing.

Ceramics , sculpture and modelling.

MUSIC

Use Charanga. Try a range of topics.

Marching music, composing music for armies.

MFL

Unit 2 of "Salut Sophie"
Round the town and Weather vocabulary



Maths

Number and calculation.

Roman numerals.

Time

Co-ordinates

2d Shape (mosaics)

Use NCETM website to track objectives to ensure coverage over time.

ICT

SWGfL E-safety.

ELIM all 5 areas

Witch programme on Scratch.

Modify the Witch to create a soldier.

Roman Animation

ENGLISH

Suggested "Power of Reading" texts, "I was a rat" and "Wolves

Record non-fiction text type and narrative text type covered to ensure coverage over time.

PE

Gladiators and Bootcamp

DT

Design, make and evaluate through: Strengthening and stiffening more complex structures

Using and understanding mechanical systems, gears pulleys etc

Using electrical systems in the products

Product, structure based, build a shelter for two settlers