Maths		
Place Value		
Numbers to 1,000,000, numbers to 10,000,000		
Read and write numbers to 10,000,000		
Powers of 10		
Number line to 10,000,000		
Compare and order any integers		
Round any integers		
Negative numbers		
Addition, subtraction, multiplication and division		
Add and subtract integers Common factors		
Common multiples		
Rules of divisibility		
Primes to 100		
Square and cube numbers		
Multiply up to a 4-digit number by a 2-digit number		
Solve problems with multiplication		
Short division		
Division using factors		
Introduction to long division		
Long division with remainders Solve problems with division		
Solve multi-step problems		
Order of operations		
Mental calculations and estimation		
Reason from known facts		
Fractions (and decimals)		
Equivalent fractions and simplifying		
Equivalent fractions and simplifying Equivalent fractions on a number line		
Equivalent fractions and simplifying		
.1		

Reading

Texts covered: 'Macbeth', 'The Day I was Erased' **Objectives**:

- Predictions using basic text images
- Summarising the main ideas drawn from more than one paragraph, identifying key details that support the main ideas.
- Explore Shakespearian language and compare it to the modern day.
- Drawing inferences, such as inferring characters' feelings, thoughts and motives from their actions, and justifying inferences with evidence
- Making comparisons with and across books
- Examining characters, settings and plot lines
- Participating in discussions about books, explaining their understanding of what they have read and provide reasoned justification for their views

Add and subtract any two fractions

Add mixed numbers

Subtract mixed numbers

Multi-step problems

Multiply fractions by integers

Multiply fractions by fractions

Divide a fraction by an integer

Divide any fraction by an integer

Mixed questions with fractions

Fraction of an amount

Fraction of an amount - find the whole

Converting Units

Metric measures

Convert metric measures

Calculate with metric measures

Miles and kilometres

Imperial measures

History

Ancient Egypt

'How can we re-discover the wonders of Ancient Egypt?'

- Where is Egypt and why do so many people enjoy going on holiday there?
- Who was Tutankhamun and why was he so significant?
- What is an archaeologist and how have they helped us to find out about the past?
- How can you recreate the wonder of the pyramids?
- What have we learned from Ancient Egyptian writing?
- Who were the Pharaohs, and why were they very important?
- What would you ask an Ancient Egyptian?
- Reflection Were the Egyptians more advanced than we are?

Medieval England

'How would you have survived Medieval England?

- How brave and honest would you have to be a knight in Medieval England?
- What do we know about the code of Chivalry amongst knights?
- Is there any connection between 'Ring a Ring o' Roses' and the Black Death?
- How differently did the rich and poor live in Medieval England?
- How important was religion in the Middle Ages?
- Can you create a board game based around knights and Medieval England?
- Have neighbours always fallen out?
- Reflection Produce a PowerPoint on the advantages and disadvantages of being alive during the Medieval period.

DE				
Pt Colorator				

Swimming

- -Swim competently, confidently and proficiently over a distance of at least 25 metres.
- -Use a range of strokes effectively [for example, front crawl, backstroke and breaststroke].
- -Perform safe self-rescue in different water-based situations.

Football

- -I can create and use space to help my team.
- -I can dribble, pass, receive and shoot the ball with increasing control under pressure.
- -I can select the appropriate action for the situation and make this decision quickly.
- -I can use marking, tackling and/or interception to improve my defence.
- -I can use the rules of the game consistently to play honestly and fairly.
- -I can work collaboratively to create tactics with my team and evaluate the effectiveness of these.
- -I recognise my own and others strengths and areas for development and can suggest ways to improve.

Dodgeball

- -I can officiate and help to manage a game by refereeing.
- -I can select the appropriate action for the situation and make this decision quickly.
- -I can use a wider range of skills with increasing control under pressure.
- -I can use the rules of the game consistently to play honestly and fairly.
- -I can work collaboratively to create tactics with my team and evaluate the effectiveness of these.
- -I can work in collaboration with others so that games run smoothly.
- -I recognise my own and others strengths and areas for development and can suggest ways to improve.

Science	RE	
Evolution	What Matters Most to Christians and to Humanists?	
- Recognise that living things have changed over time and that fossils	- Discuss how we should care for others and the world, and talk about why	
provide information about living things that inhabited the Earth millions of	these things matter	
years ago	- What can we learn from different religions about right and wrong?	
- Recognise that living things produce offspring of the same kind, but	- Does religion help people to be good?	
normally offspring vary and are not identical to their parents	Music	

- Identify how animals and plants are adapted to suit their environment in different ways and that adaptation may lead to evolution.

Living Things and their habitats

- Describe how living things are classified into broad groups according to common observable characteristics and based on similarities and differences, including micro-organisms, plants and animals
- Give reasons for classifying plants and animals based on specific characteristics.

Composition Notation (Ancient Egypt)

Sing in time and in tune with other people and the backing track.

Remember the lyrics to a song

Identify the structure of a piece of music and match this to non-standard notation.

Improvise their own piece of music.

Play a melody with reasonable accuracy.

Perform with confidence and in time with others.

Compose and play a melody using stave notation.

Contribute meaningfully to the group performance and composition.

Use hieroglyphic notation to show the structure of their piece.

Art

Mattisse

Use sketching techniques to draw portraits, working on using accurate realistic facial proportion

Improve art and design techniques, including drawing, painting and sculpture with a range of materials (charcoal, pencil, pastel, watercolour and chalk)

Use this range of materials to create a range of atmospheres through art (Macbeth's witches, fireworks etc)

Explore detail and shading in order to make portraits more realistic Discuss accuracy of portraits from history (Henry VIII)

Design Technology

Mechanical Systems – Automata Toys

Mark, saw and cut out the components and supports of their toy with a varying degree of accuracy to the intended measurements.

Follow health and safety rules, taking care with the equipment.

Attempt a partial assembly of their toys using an exploded-diagram, following a teacher's demonstration.

Develop a design idea with some descriptive notes.

Explore different cam profiles and choose three for their follower toppers with an explanation of their choices.

Create neat, decorated follower toppers with some accuracy.

Measure and cut panels that fit with some inaccuracies to conceal the inner workings of the automata.

MfL

Decorate and finish the automata to meet the design criteria and brief. Evaluate their finished product, making descriptive and reflective points on function and form.

Family and relationships

Understand what respect is and how they should be respected.
Understand how stereotypes influence our ideas and opinions.
Understand a range of stereotypes and share this information effectively.
Create a resolution guide that includes strategies to manage conflicts and describes situations where conflict is likely to arise.

Understand that everyone can expect a level of respect but this can be lost.

PSHE

Understand the term grief and describe some of the associated emotions.

Language Angels

- At School
- Repeat and recognise the vocabulary for school subjects.
- Say what subjects they like and dislike at school.
- Say why they like/ dislike certain school subjects.
- Tell the time (on the hour) in French.
- Say what time they study certain subjects at school.

Health and Wellbeing Describe	Computing	
qualities or values they want to develop and create achievable goals. Describe the importance of relaxation and suggest different strategies. Describe how they take care of their physical wellbeing. Understand that technology can have an impact on physical and mental health and know some strategies they can use to overcome this. Describe what resilience is, why it is important and some useful resilience strategies. Understand how vaccination works and why it is important to individuals. Understand that habits can be good or bad for health. Understand that changes in their body could indicate illness and know what to do if they notice them.	Coding Designing and making a more complex programme Using functions Flowcharts and control simulations User input Using text-based adventures	Online safety Online behaviour Screen time Spreadsheets Exploring probability Creating a computational model Use a spreadsheet to plan spending Planning a school event