| Morning Lessons |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: |
| English |  | Maths |  |  |
| Genre | Detective and Mystery | Unit | Language | Links |
| Reading <br> Texts | Mini beasts | Addition and Subtraction | Increase, decrease, formal written method, column, total, calculations, accuracy, multi-step, operations, estimate, inverse, | Animal population sizes. |
|  | The Clockwork Sparrow |  |  |  |
|  | In Flanders field. |  |  |  |
|  | The Mousehole Cat. |  |  |  |
| Discrete G\&P | Pronouns | Length, measurement and perimeter. |  |  |
|  | Present and past tense |  | Convert, measure, centimetres, metres, accuracy, rectilinear, distance, grid. | Habitat size <br> Running distances <br> Volcano - cone perimeter, height. |
|  | Auxiliary verbs |  |  |  |
|  | Direct speech |  |  |  |
|  | Adverbs |  |  |  |
| Spelling | /shuhn/ sound spelt 'sion' | Multiplication and Division | Multiply, divide, times tables, place value, distributive law, scaling, multiples, division facts, visualise communicative law, | Habitats population <br> Grouping of living things. |
|  | /shuhn/ sound spelt 'ssion' |  |  |  |
|  | /shuhn/ sound spelt 'tion' |  |  |  |
|  | /shuhn/ sound spelt 'cian' |  |  |  |
|  | Challenge words! (e.g. potatoes) |  |  |  |


| Composite: The mystery of ... |  |  |
| :---: | :---: | :---: |
| Component 1 | Component 2 | Component 3 |
| Structural Features: | Language features: | $G \& P:$ |
| Describe the setting | Fronted adverbials | Sentence structure (simple, |
| Clues for the reader | Similes | compound and complex) |
| Sentence variation | Metaphors | Adverbs to link ideas across a paragraph. |
| Paragraph organisation | Noun phrases | Conjunctions |
|  | Powerful verbs |  |


| Afternoon Lessons |  | Vocabulary Pyramids |  |
| :---: | :---: | :---: | :---: |
| Computing |  | $\stackrel{-1}{\stackrel{\rightharpoonup}{\omega}}$ | Debugging, input, output, script, block, motion path, sequence, sprite, broadcast, receive, variable. |
| Software <br> Developers | E-safety |  |  |
|  | Playing and analysing games | $\begin{aligned} & \frac{-1}{N} \\ & \stackrel{N}{N} \end{aligned}$ | coding, run, test, planning, sound, animation, text, instruction, background, loop, repeat. |
|  | Coding-Lightbot |  |  |
|  | Coding-Scratch |  |  |
|  | Game design and coding | $\stackrel{-1}{\frac{0}{1}}$ | laptop, program, log-on, save, open. |
|  | Debugging and consumer feedback |  |  |
| Religious Education |  | $\frac{-1}{\stackrel{\sigma}{\omega}}$ | Matthew and Luke, nativity, Bible, Biblical, Gospels, Christians, advent, Bethlehem, census, Herod, wise men, Evangelist, Jesus, God, Mary. |
| Christianity and Christmas | The Christmas Story |  |  |
|  | Interpretations |  |  |
|  | Nativity | $\xrightarrow{-1}$ | interpret, evaluate, discover, value, metaphor, festival, customs, candle. |
|  | Gospel |  |  |
|  | Advent | $\stackrel{-1}{\stackrel{1}{4}}$ | events, similarities, differences, version, prepare, celebrate, tradition. |
|  | Celebrations |  |  |
|  | Science | $\stackrel{-1}{0}$ | Flowers, plants, animals, dangers, fish, |
| Living Things | Grouping of living things | $\omega$ | slugs, worms. |
|  | Classification of living things | $\begin{aligned} & \stackrel{-1}{0} \\ & \stackrel{N}{N} \end{aligned}$ | Flowering plants, non-flowering plants, vertebrate, invertebrate, environment, mosses and ferns. |
|  | Habitat classification |  |  |
|  | Habitats- which kingdom? | $\begin{aligned} & \stackrel{-1}{7} \\ & \stackrel{\text { on }}{7} \end{aligned}$ | Ecological, population, deforestation, development. |


|  | Fab Friday |
| :--- | :---: |
| PE | Athletics - short distance |
| MFL | Weather |
| DT | Making percussion: African instruments |

