Gorilla Class Year 3/4

## Autumn Term 1 A

English:	Active Learning: PE/Forest School	<u>Maths:</u>
<ul> <li>Reading</li> <li>STAR (Sitting Together and Reading) Time.</li> <li>Weekly comprehensions - locating relevant information and inferring thoughts and feelings using evidence from the text.</li> <li>Writing</li> <li>To use extended sentences to describe a setting To create a setting as an opening for a narrative To construct paragraphs about a theme</li> <li>To identify the main ideas drawn from a narrative and to summarise these to create action sequences</li> <li>To use a range of sentence structures</li> <li>To assess the effectiveness of own writing and suggest improvements</li> <li>Regular handwriting practice.</li> </ul>	<ul> <li>Swimming</li> <li>Mile a day</li> <li>Physically Active Lessons</li> </ul>	Place value of 2, 3 and 4 digit numbers. Revision of number facts for numbers to 20 Introduction/revision of money, including use of £ and p notation. Use of different denominations of UK coins/notes. Addition and subtraction using various methods with 2 and 3 digit numbers. Using inverse operation to check answers. Recognise symmetry and complete symmetrical drawings; describe, name and sort 2D shapes; identify and use diagrams to sort 3D shapes according to their properties Use compasses to draw circles to given radii; draw different polygons and identify their properties; identify properties of triangles and sort them using diagrams; describe and name 3D shapes and identify and use diagrams to sort them (cube, cuboid, cylinder, sphere, cone, pyramid and prism) Doubling/Halving Times Table work
<ul> <li>Science:</li> <li>Working scientifically and learning skills for scientific enquiry.</li> <li>Investigating what is meant by a fair test.</li> <li>Using recording skills.</li> <li>Using observations to make an enquiry and set up an experiment.</li> </ul>	Our Home	<ul> <li>Art and Design Technology:</li> <li>Looking at the work of Anthony Gormley, most notably the Angel of the North. <ul> <li>use research and develop design criteria to inform the design of innovative, functional, appealing products.</li> <li>communicate ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes</li> <li>select from and use a wider range of tools and equipment to perform practical tasks</li> <li>select from and use a wider range of materials and components,</li> <li>consider the views of others to improve work</li> </ul> </li> </ul>
<ul> <li>R.E.: Hinduism</li> <li>To know and recognise symbols from Hinduism and understand what they represent.</li> <li>To know about some of the Hindu Gods and Goddesses and how they relate to the belief in one true God.</li> <li>To be able to retell the story of Rama and Sita.</li> <li>To know about the Hindu festival of Divali.</li> </ul>	<ul> <li>Computing:         <ul> <li>use and combine a variety of software on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals.</li> <li>use technology safely, respectfully and responsibly</li> </ul> </li> <li>Music:         <ul> <li>External Tuition in Trumpets and reading music.</li> </ul> </li> </ul>	<ul> <li>Geography: Map Skills</li> <li>To name and locate the world's seven continents and five oceans, some of the world's countries with a focus on Europe, the UK including the four countries and capital cities within the UK and Northumberland and Rothbury on a map, atlas and through digital mapping.</li> <li>To understand the four/eight compass directions.</li> <li>To understand and use grid references on maps to locate human and geographical features on the environment.</li> </ul>