

English

Reading

Develop phonics until decoding secure

Read common suffixes

Read & re-read phonic-appropriate books

Read common 'exception' words

Discuss & express views about fiction, non-fiction & poetry

Become familiar with & retell stories

Ask & answer questions; make predictions

Begin to make inferences

Writing

Spell by segmenting into phonemes

Learn to spell common 'exception' words

Spell using common suffixes, etc.

Use appropriate size letters & spaces

Develop positive attitude & stamina for writing

Begin to plan ideas for writing

Record ideas sentence-by-sentence

Make simple additions & changes after proof-reading

Grammar

Use . ! ? , and '

Use simple conjunctions

. Begin to expand noun phrases

Use some features of standard English

Speaking & Listening

Articulate & Justify answers

Initiate & respond to comments

Use spoken language to develop understanding

Yr 3

Read range of fiction & non-fiction

Use dictionaries to check meaning

Prepare poems & plays to perform

Check own understanding of reading

Draw inferences & make predictions

Retrieve & record information from non-fiction books

Discuss reading with others

Use prefixes & suffixes in spelling

Use dictionary to confirm spellings

Write simple dictated sentences

Use handwriting joins appropriately

Plan to write based on familiar forms

Rehearse sentences orally for writing

Use varied rich vocabulary

Create simple settings & plot

Assess effectiveness of own and others' writing

Use range of conjunctions

Use perfect tense

Use range of nouns & pronouns

Use time connectives

Introduce speech punctuation

Know language of clauses

Speaking & Listening

Give structured descriptions

Participate activity in conversation

Consider & evaluate different viewpoints

Art & Design

Roman Mosaics

Collect information, sketches and resources

Use coiling, overlapping, tessellation, mosaic

Make precise repeating patterns

Create original pieces that are influenced by studies of others

Yr 2

Use some of the ideas of artists studied to create pieces.

Roman Pots

Adapt and refine ideas as they progress

Use clay and other mouldable materials..

Yr 2

Use techniques such as rolling, cutting, moulding and carving.

Computing

Use code and scratch to use and make simple programmes- using repeated instructions

Make simple animations

Use websites to find information on a topic

Use word tools to present information using text and graphics.

Design & Technology

Roman Feast:

Prepare ingredients safely/ hygienically (cut, peel, grate)

Measure- Yr 2

Cups and electric scales

Yr 3 to the nearest gram

Follow a recipe.

Assemble or cook ingredients

Mechanics: Make an amphitheatre wild animal pen with rising gate

Use scientific knowledge of the transference of forces to choose appropriate mechanisms for a product (such as levers, wheels, winding mechanisms,(Yr 2) pulleys and gears (yr 3)

Geography- Roman Invasion

Yr 2

Use compass directions (north, south, east and west) and locational language (e.g. near and far) to describe the location of features and routes on a map.

Devise a simple map; and use and construct basic symbols in a key.

Use simple grid references (A1, B1).

Name, locate and identify characteristics of the four countries and capital cities of the United Kingdom and its surrounding seas.

Yr 3

Describe how the locality of the school has changed over time.

Use the eight points of a compass, four-figure grid references, symbols and key.

Maths Yr 3

Number/Calculation

Learn 3, 4 & 8x tables

Secure place value to 100

Mentally add & subtract units, tens or hundreds to numbers of up to 3 digits

Written column addition & subtraction

Solve number problems, including multiplication & simple division and missing number problems

Use commutativity to help calculations

Mathematics Geometry & Measures

Measure & calculate with metric measures

Measure simple perimeter

Add/subtract using money in context

Use Roman numerals up to XII; tell time

Calculate using simple time problems

Draw 2-d / Make 3-d shapes

Identify and use right angles

Identify horizontal, vertical, perpendicular and parallel lines

Fractions & decimals

Use & count in tenths

Recognise, find & write fractions

Recognise some equivalent fractions

Add/subtract fractions up to <1

Order fractions with common denominator

Interpret bar charts & pictograms

Science

Yr 2

Humans and other animals- Basic needs

growth/ offspring

Human Nutrition- balanced diet

Keeping healthy- Roman Hygiene , exercise.

Understand the terms living, dead and never alive. (to know in simple terms what being 'alive' means)

Explore, compare and classify things that are living, dead, never alive.

Yr 3

Rocks, soils and fossils- how to make a Roman Road.

Animals inc humans- food, nutrition, skeletons, muscles

History: Romans Investigating the Past

Ask: What was it like? What happened? How long ago?

Use artefacts, pictures, stories, online sources

Identify different ways the past has been represented

Use evidence to ask questions and find answers to questions about the past.

Use different sources and types of evidence.

Investigate different accounts of historical events (Boudicca's rebellion)

Suggest Causes/ consequences of some of the main changes in history (Roman invasion/ settlement)

Describe characteristic features of the past- ideas, beliefs attitudes and experiences of men, women and children.

Understand the concept of change over time

Place events, artefacts and historical figures on a time line using dates.

Modern Languages

French

Yr 3

Unit 1 All about me

Greetings/ simple conversation/ questions

Numbers to 10

Colours

Responding to commands / simple phrases

French Songs

PE

PE Games- Bench Ball- Throw and catch with control and accuracy.

Strike a ball and field with control.

Choose appropriate tactics to cause problems for the opposition.

Follow the rules of the game and play fairly.

Dance: Roman Invasion (Mrs Riccards)

Dance

Plan, perform and repeat sequences.

Move in a clear, fluent and expressive manner.

Refine movements into sequences.

Create dances and movements that convey a definite idea.

Change speed and levels within a performance.

Develop physical strength and suppleness by practising moves and stretching.

Music Scheme

Holst: Planet suite

