

## Writing

### Narrative

Write stories that contain mythical, legendary or historical characters or events.

Write stories of adventure.

Write stories of mystery and suspense.

Write stories, letters, scripts and fictional biographies inspired by reading across the curriculum.

### Non-fiction

Write instructions.

Write in a journalistic style.

### Poetry

Learn by heart and perform a significant poem.

## Reading

Increase familiarity with a wide range of books, including myths and legends, traditional stories, modern fiction, classic British fiction and books from other cultures.

Read and listen to whole books.

## Communication

Through reading identify vocabulary that enriches and enlivens stories.

## Mathematics

Rigorously apply mathematical knowledge across the curriculum, in particular in science, technology and computing.

Deepen conceptual understanding of mathematics by frequent repetition and extension of key concepts in a range of engaging and purposeful contexts.

Explore numbers and place value so as to read and understand the value of all numbers.

Add and subtract using efficient mental and formal written methods.

Describe position, direction and movement in increasingly precise ways.

Use and apply measures to increasingly complex contexts.

## Science

### Biology

#### Plants

Look at the function of parts of flowering plants, requirements of growth, water transportation in plants, life cycles and seed dispersal.

Evolution and inheritance

### All living things

Look at classification keys.

Look at the life cycle of animals and plants.

### Physics

#### Earth and space

Explain day and night.

### Working Scientifically

Across all year groups scientific knowledge and skills should be learned by working scientifically. (This is documented in the Essentials for progress section.)

## Art & Design

Learn about the great artists, architects and designers in history.

## Computing

Select, use and combine a variety of software (including internet services) on a range of digital devices to accomplish given goals, including collecting, analysing, evaluating and presenting data and information.

## Design & Technology

### Design

Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups.

Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design.

### Technical knowledge

Apply their understanding of how to strengthen, stiffen and reinforce more complex structures.

## Geography

Use maps, atlases, globes and digital/computer mapping to locate countries and describe features studied.

Use a wide range of geographical sources in order to investigate places and patterns.

## History

A non-European society that contrasts with British history chosen from:

- Early Islamic Civilization
- Mayan Civilization
- Benin.

## Music

Play and perform in solo and ensemble contexts, using voice and playing instruments with

increasing accuracy, control and expression.

Listen with attention to detail and recall sounds with increasing aural memory.

## Additional Content