


<p><b><u>MATHS</u></b>                  Number &amp; place value.                  Written &amp; mental addition &amp; subtraction.                  Mental x &amp; division.                  Negative numbers.                  x &amp; dividing by 10, 100 &amp; 1000.                  Rounding.                  Properties of shapes.                  Mental &amp; written +, -, x &amp; division.                  Factors. Solve problems using +, -, x &amp; ÷.                  Multiples.</p>	<p><b><u>SCIENCE</u></b>  <b>Electricity</b>                  Associate the brightness of a lamp or the volume of a buzzer with the number and voltage of cells used in the circuit                  Compare and give reasons for variations in how components function.                  Use recognised symbols when representing a simple circuit in a diagram.</p>	<p><b><u>ENGLISH</u></b>                  Text: Letters from the Lighthouse                  Newspaper report: The Outbreak of WW2.                  Diary entry - different character POV                  Story - Soldier POV                  Leaflet: Look Out in the Blackout!                  Persuasive writing: evacuation.</p>
<p><b><u>History</u></b>                  Life in 1940s, the Depression, social conditions.                  Declaration of war.                  The Blitz.                  Home Front.                  Air attacks/sirens.                  Blackout.</p>	<p style="text-align: center;"><b>Blitz !</b></p>  <p style="font-size: small; text-align: center;">© Original Artist                  Reproduction rights obtainable from:                  www.CartoonStock.com</p>	<p><b><u>MUSIC</u></b>                  Charanga music system. Rhythm, melody and harmony learnt through different songs and musical styles.  <b><u>ART</u></b>                  Propaganda posters.                  Pictures in the style of Lowry.                  Blitz pictures.</p>
<p><b><u>Computing</u></b>                  Computer Science                  Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems                  Solve problems by decomposing code into smaller parts by using procedures and sub-procedures                  Work with variables, random variables, conditional commands and various forms of input and output                  Use logical reasoning to explain how some algorithms work.</p>	<p><b><u>R.E</u></b>                  Eternity  <b><u>P.S.H.E.</u></b>                  Friendship                  Co-operation.                  New beginnings.</p>	<p><b><u>P.E.</u></b>                  Yoga                  Fitness training  <b><u>D.T.</u></b>                  Design, make and evaluate a Christmas decoration.</p>

