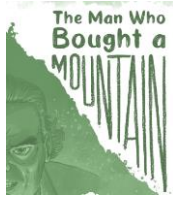


Rashford - Autumn 1:

Texts:



Home learning:

- Read at least 4 times a week at home to receive a prize (Reading record to be signed by an adult).
- Spelling frame
- TT rockstars

Literacy: SPAG, Information text, explanation text, story

Maths: Place value, addition, subtraction, multiplication, division

Subject:	Subject topic:	Topic specific vocabulary:	Knowledge / skills:
Science	Light and sight	<ul style="list-style-type: none"> • Incident ray • Law of reflection • Light source, • Light, • Opaque • Prism • Reflected ray • Reflection • Refraction • Shadow • Translucent • Transparent • Visible spectrum 	<ul style="list-style-type: none"> • Explain that we see things because light travels from light sources to our eyes or from light sources to objects and then to our eyes • Recognise that light appears to travel in straight lines • Use the idea that light travels in straight lines to explain that objects are seen because they give out or reflect light into the eye • Use the idea that light travels in straight lines to explain why shadows have the same shape as the objects that cast them. • Record data and results of increasing complexity using scientific diagrams and labels, classification keys, tables, scatter graphs, bar and line graphs • Plan different types of scientific enquiries to answer questions, including recognising and controlling variables where necessary • Take measurements, using a range of scientific equipment, with increasing accuracy and precision, taking repeat readings when appropriate
RE	What would Jesus do?	<ul style="list-style-type: none"> • Love • Forgiveness • Agape love • Self-sacrifice love 	<ul style="list-style-type: none"> • Explain the links between Jesus' death on the cross and Christian belief in love and forgiveness, giving reasons why Christians want to follow Jesus. • Compare Paul's letter, 1 Corinthians 13:4–7 with Jesus' teaching and example and explore the idea of agape love – self-sacrificial love. • Investigate and explain the challenge of following Jesus' teaching on Love, sharing their own ideas. • Account for the importance of forgiveness in Christianity • Give reasons why some people don't want to follow Jesus teaching today, including ideas about making their own choices about good and evil.

Geography	Magnificent Mountains	<ul style="list-style-type: none"> • Altitude • Crust • Gorges • Lava • Magma • Summit • Tectonic plates 	<ul style="list-style-type: none"> • Use the index in an atlas to find mountains. • Know the country a mountain range is found in. • Describe what a hill might look like based on its contours. • Describe how fault lines in the Earth's crust move to create mountains. • Describe how pressure from magma under the Earth's surface creates dome mountains. • Explain the differences between a weather forecast and climate. • Identify similarities between mountain climates. • Identify the risks associated with a mountain climate.
PE	Invasion Games	<ul style="list-style-type: none"> • Attackers, defenders • Covering • Marking • Possession, repossession • Supporting • Team play, team positions 	<ul style="list-style-type: none"> • Improve their defending and attacking play • Start to play even-sided mini-versions of invasion games • Think about how to use skills, strategies and tactics to outwit the opposition. • Enter their opponent's territory with the 'ball' and try to get into good positions for shooting or reaching the 'goal' • Embed values such as fairness • Show resilience
Art	Typography and maps	<ul style="list-style-type: none"> • Font • Mass production • Pop Art • Popular culture • Signwriting • Slogan • Text • Typography 	<ul style="list-style-type: none"> • When designers work with fonts and layout it is called Typography. • We can use the way words look to help us communicate ideas and emotions. • We can create our own typography and combine it with other visual elements to make artwork about chosen themes.
Computing	Coding	<ul style="list-style-type: none"> • Action • Algorithm • Command • Debug/Debugging • Decomposition • Event • Execute\Run • Fixing code • Procedure • Simulation 	<ul style="list-style-type: none"> • Design a playable game with a timer and a score. • Plan and use selection and variables. • Understand how the launch command works. • Use functions and understand why they are useful. • Understand how functions are created and called. • Use flowcharts to create and debug code. • Create a simulation of a room in which devices can be controlled. • Understand how user input can be used in a program. • Understand how 2Code can be used to make a text-adventure game.

Music	Rhythm Builders	<ul style="list-style-type: none"> • Compose • Genre/History/ • Listen • Musicians • Notation • Play • Sing 	<ul style="list-style-type: none"> • Recognize and maintain a pulse in different metres (4 4 and 4 3 time) • Perform rhythms accurately and in time as an ensemble • Perform a canon • To identify note values and follow rhythmic notation • Feel the difference between time signatures (4 3 and 4 4) • Perform rhythms accurately and in time as an ensemble
PSHE	Being healthy	<ul style="list-style-type: none"> • Balanced diet • Connect • Active • Take notice • Learning • Give • Technology • Dental hygiene 	<ul style="list-style-type: none"> • Identify things that can affects someone’s physical/mental health. • Explain what constitutes a healthy diet and the risks associated with not having one. • Reflect on what may influence our choices to have a balanced lifestyle. • Identify what good physical health means and how to seek help if they are worried about their health. • Recognise habits that can have both positive/ negative effects on a healthy lifestyle. • Understand routines/strategies that support good quality sleep; the effects of lack of sleep.
French	Taught Autumn 2		
DT	Taught Autumn 2		
History	Taught Autumn 2		