

ENGLISH - WRITING

Outcome: children will produce a recount of Stone Age life, a non-chronological report about the Stone Age and an adventure story based on the text, *Stone Age Boy* by Satoshi Kitamura. They should be able to:

- Identify the purpose, language and structural features of the different text types.
- Plan writing by discussing similar writing in order to understand and learn from its structure and vocabulary.
- Plan writing by discussing and recording ideas within a given structure.
- Organise writing into paragraphs as a way of grouping related material.
- Express time, place and cause using co-ordinating and subordinating conjunctions.
- Draft and write by composing sentences orally, building a varied and rich vocabulary.
- Use and punctuate direct speech.
- Evaluate the effectiveness of their writing and edit their work.

HISTORY

Outcome: children will learn about changes in Britain from the Stone Age to the Iron Age. They should be able to:

- Find out about everyday lives of people living in the time period and compare with our life today.
- Identify reasons for and results of people's actions.
- Understand why people may have wanted to do something.
- Use terms related to the period and begin to date events.
- Use relevant material to present a picture of one aspect of life in time past.
- Ask a variety of questions.
- Use the library and internet for research.
- Recall, select and organise historical information.
- Identify and give reasons for different ways in which the past is represented.

SCIENCE

Outcome: children will learn about rocks. They should be able to:

- Compare and group together different kinds of rocks on the basis of their appearance and simple physical properties.
- Describe in simple terms how fossils are formed when things that have lived are trapped within rock.
- Recognise that soils are made from rocks and organic matter.
- Set up practical enquiries, comparative and fair tests.
- Gather, record, classify and present data in a variety of ways to answer questions.
- Record findings using simple scientific language, drawings, labelled diagrams and tables.
- Make systematic and careful observations.
- Use results to draw simple conclusions.
- Use straightforward scientific evidence to answer questions or to support my findings.

The Stone Age to Iron Age



ART AND DESIGN/ DT

Outcome: children will create their own artwork inspired by Stone Age cave paintings. They should be able to:

- Use sketch books to record their observations and for experimenting with technique or planning out ideas.
- Experiment with paint to create a range of effects and use these techniques in the completed piece of work.
- Apply a range of controlled strokes and washes.
- Develop experimentation with tone and colour mixing.
- Explain their likes and dislikes about their work.

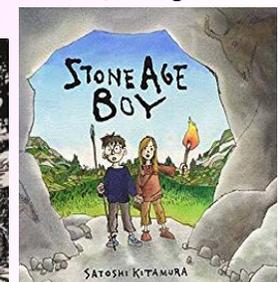
ENGLISH - READING

Outcome: children will read and develop an understanding of the following texts linked to our topic:

- *Stig of the Dump* by Clive King
- *Stone Age Boy* by Satoshi Kitamura.

They should be able to:

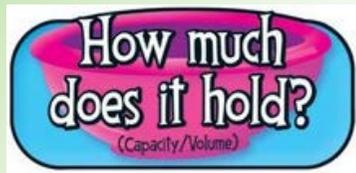
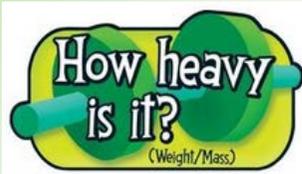
- Apply their growing knowledge of root words, prefixes and suffixes, both to read aloud and to understand the meaning of new words they meet.
- Read further exception words, noting the unusual correspondences between spelling and sound, and where these occur in the word.
- Listen to and discuss a wide range of fiction.
- Increase their familiarity with a wide range of books and retell some of these orally.
- Identify themes and conventions in books.
- Use dictionaries to check the meaning of words that they have read.
- Check that the text makes sense to them by discussing their understanding and explaining the meaning of words in context.
- Ask questions to improve their understanding of a text.
- Identify main ideas drawn from more than one paragraph and summarise these.
- Retrieve and record information from fiction texts.
- Draw inferences such as inferring characters' feelings, thoughts and motives from their actions, and justifying inferences with evidence.
- Predict what might happen from details stated and implied.
- Participate in discussions about both books that are read to them and those they can read for themselves, taking turns and listening to what others say.



MATHS

Outcome: children will become more proficient with measures. They should be able to:

- Write length in metres, centimetres, kilometres.
- Compare lengths.
- Solve word problems involving length.
- Read weighing scales.
- Solve problems involving mass.
- Measure volume and capacity in millilitres and litres.
- Solve problems involving capacity.



COMPUTING

Outcome: children will continue to learn about coding and will then learn about home networks. They should be able to:

- Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.
- Use sequence, selection, and repetition in programs; work with variables and various forms of input and output.
- Understand that computer networks enable the sharing of data and information.
- Understand that the internet is a large network of computers and that information can be shared between computers.



LANGUAGES

Outcome: children will continue to develop their language skills in French of greetings, classroom instructions, animals, numbers and colours. They should be able to:

- Listen and respond to simple rhymes, stories and songs.
- Listen and understand everyday words.
- Listen and understand everyday classroom language and instructions.
- Recognise and respond to sound patterns and words.
- Perform simple communicate tasks using single words, phrases and short sentences.
- Read aloud familiar words.
- Recognise some familiar words in written form.
- Experiment with the writing of simple words.



PSHE

Outcome: children will learn about mental wellbeing. They should be able to:

- Understand the importance of mental wellbeing and mindfulness.
- Understand simple self-care techniques including the impact of relaxation, time spent with friends and family and the benefits of hobbies and interests.

Healthy me,
inside and out!



PHYSICAL EDUCATION

Outcome: children will learn about invasion games. They should be able to:

- Throw and catch with control to keep possession and score 'goals'.
- Be aware of space and use it to support team-mates and cause problems for the opposition.
- Know and use rules fairly to keep games going.
- Keep possession with some success when using equipment that is not used for throwing and catching skills.
- Explain why it is important to warm up and cool down.
- Say when a player has moved to help others.
- Apply this knowledge to their own play.



RELIGIOUS EDUCATION

Outcome: children will learn about Islam and investigate whether praying at regular intervals helps Muslims in their everyday life. They should be able to:

- Describe what a believer might learn from a religious story.
- Describe some of the things that are the same and different for religious people.
- Use religious words to describe some of the different ways in which people show their beliefs.
- Compare some of the things that influence me with those that influence other people.
- Ask important questions about life and compare my ideas with those of other people.
- Link things that are important to them and other people with the way they think and behave.



MUSIC

Outcome: children will be learning to explore pitch and beat. They should be able to:

- Understand pitch through composing, notating and reading graphic notation.
- Understand the pentatonic scale.
- Combine rhythms in layers.
- Perform simple rhythms with a steady beat.
- Combine rhythmic patterns.
- Identify the metre in a piece of music.
- Recognise rhythm patterns in staff notation.
- Play independent parts in more than one metre simultaneously.
- Identify ostinatos.

