

Computing	Unit 2 Creating media - Audio production (Y3 and Y4) - Design, write, and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems; 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; Use logical reasoning to explain how some simple algorithms work, and to detect and correct errors in algorithms and programs; Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information
Design & Tech.	Mechanical systems - making catapults/canons linked to Tudors.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; select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately ; evaluate their ideas and products against their own design criteria and consider the views of others to improve their work;understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages]
Geography	Study of Stratford Upon Avon: interpret a range of sources of geographical information, including maps, compasses, diagrams, globes and aerial photographs using fieldwork and observational skills; understand geographical similarities and differences through the study of human and physical geography; name and locate counties and cities of the United Kingdom, geographical regions and their identifying human and physical characteristics, key topographical features and land-use patterns; and understand how some of these aspects have changed over time
History	The Tudors - focus on Continuety and changeA study of an aspect or theme in British history that extends pupils' chronological knowledge beyond 1066- Tudors. Focus on clothing(link to DT) & housing
Languages	Spanish :Little Red Riding Hood, In the classroom (more details in KO)

Music	Unit 5 Technology, Structure and Form play and perform in solo and ensemble contexts, using their voices and playing musical instruments with increasing accuracy, fluency, control and expression; improvise and compose music for a range of purposes using the inter-related dimensions of music; listen with attention to detail and recall sounds with increasing aural memory; use and understand staff and other musical notations; appreciate and understand a wide range of high-quality live and recorded music drawn from different traditions and from great composers and musicians; develop an understanding of the history of music
PE	Tri golf, Athletics, Cricket, rounders
PSHE	RSE 4- To understand the main stages of the human lifecycle. To understand that babies begin when a male seed and female egg join together; To investigate the perceptions of being physically, emotionally and socially grown up; To consider their responsibilities and how these have changed and how they will change in the future; To consider wider responsibilities that families have for the physical and emotional wellbeing of children and babies; To understand what they have learnt and be able to share that with others. Diversity & Community exploring my identity and gender stereotypes; to understand the importance of celebrating diversity and community; understand how stereotypes can be negative; My Emotions ; describe my own feels that are comfortable and uncomfortable; understand what mental health means; understand that how we feel can affect how we tackle things.
Religious Ed.	Understanding Christianity - People of God: What is it like to follow God? Make clear links between the story of Noah and the idea of covenant. Make simple links between promises in the story of Noah and promises that Christians make at a wedding ceremony. Make links between the story of Noah and how we live in school and the wider world. L2.11 How and why do people mark significant events in their life? Identify some beliefs about love, commitment and promises in two religious traditions and describe what they mean ; Offer informed suggestions about the meaning and importance of ceremonies of commitment for religious and non-religious people today ; Describe what happens in ceremonies of commitment (e.g. baptism, sacred thread, marriage) and say what these rituals mean ; Make simple links between beliefs about love and commitment and how people in at least two religious traditions live (e.g. through celebrating forgiveness, salvation and freedom at festivals); Identify some differences in how people celebrate commitment (e.g. different practices of marriage, or Christian baptism) ; Raise questions and suggest answers about whether it is good for everyone to see life as a journey, and to mark the milestones ; Make links between ideas of love, commitment and promises in religious and non-religious ceremonies; Give good reasons why they think ceremonies of commitment are or are not valuable today.

Key Vocabulary

Vibrate; air; hear; ear; sound; volume; pitch; faint; loud; frequency; whole; part; decimals; tenths; hundredths; equivalent fractions; proper fraction; improper fraction; half; third; quarter; sixth; eighth; simplify; unit fraction; share; equal; decimals; numerator; denominator; pounds; pence; seconds; minutes; hours; months; week; fortnight; year; century; digital; analogue; o'clock; half past; quarter past; quarter to; midnight; midday; noon; afternoon; morning; evening; bar graphs; pie charts; tally charts; frequency; data; graphs; axis; chart; table; pictogram; Venn diagram; Carroll diagram; coding; algorithms; command; control; object; timer; input; output components, fixing, attaching, tubing, syringe, plunger, split pin, paper fastener, pneumatic system, input movement, process, output movement, control, compression, pressure, inflate, deflate, pump, seal, air-tight, linear, rotary, oscillating, reciprocating, user, purpose, function, prototype, design criteria, innovative, appealing, research, evaluate, investigate.