

Swans Class Autumn 2021

English:	Maths:	Science:
	Number: Place Value	Forces
ook focus: "Pretty" narrative with a moral	Numbers to 10,000, numbers to 100,000, Numbers to a million, compare and	What is gravity?
The Lost Happy Endings", "High Rise Mystery"	order numbers to 100,000, compare and order numbers to 1 million	
	Rounding to 10,100 and 1000, round numbers within 100,000, round numbers	When is friction helpful and when is it not?
Writing: letters, story re-tell, poem, newspaper	to 1 million, negative numbers, counting in 10s, 100s, 1000s, 10,000s and	
eport, prequel- alternative perspective,	100,000s, roman numerals	What's the effect of air resistance?
character description Police report, setting	Number : Four operations	
description, extended narrative	Add two 4 digit numbers (more than one exchange) Add whole numbers	What's the effect of water resistance?
	with more than 4 digits, subtract two 4 digit numbers (more than one	
Reading for enjoyment, reading aloud with	exchange)	How do levers help us?
luency and flow, reading with appropriate	Subtract whole numbers with more than 4 digits, inverse operations (addition	
expression, reading with understanding,	and subtraction), multistep addition and subtraction problems, round to	How do pulleys and gears help us?
answering questions about reading, inferring,	estimate and approximate, multiply 3 digits by 1 digit	
earning and using new vocabulary		Who was Galileo Galilei?
SHE & RE:	Art & Design:	Music:
SHE: Citizenship, working together	Experiment with line and mark making using a range of materials and	How does music bring us together?
RE		
Vhy is it important to be good?		
	Understand how to use a viewfinder to select a portion of an image or view	
	Know how to transfer an image	
	Automata toys develop a functional automata window display, to meet the	
	Automata toys develop a functional automata window display, to meet the requirements in a design brief. Explore and create cam, follower and axle	
	Automata toys develop a functional automata window display, to meet the	
у с .	Automata toys develop a functional automata window display, to meet the requirements in a design brief. Explore and create cam, follower and axle mechanisms to mimic different movements.	Coography/History:
	Automata toys develop a functional automata window display, to meet the requirements in a design brief. Explore and create cam, follower and axle	Geography/History:
Swimming	Automata toys develop a functional automata window display, to meet the requirements in a design brief. Explore and create cam, follower and axle mechanisms to mimic different movements. Computing:	Geography/History: Why do we need latitude and longitude?
wimming	Automata toys develop a functional automata window display, to meet the requirements in a design brief. Explore and create cam, follower and axle mechanisms to mimic different movements. Computing: Coding	Why do we need latitude and longitude?
wimming	Automata toys develop a functional automata window display, to meet the requirements in a design brief. Explore and create cam, follower and axle mechanisms to mimic different movements. Computing: Coding Typing	Why do we need latitude and longitude? What are 4 and 6 figure grid references and
wimming	Automata toys develop a functional automata window display, to meet the requirements in a design brief. Explore and create cam, follower and axle mechanisms to mimic different movements. Coding Typing Using the internet for research	
²E: Swimming Games	Automata toys develop a functional automata window display, to meet the requirements in a design brief. Explore and create cam, follower and axle mechanisms to mimic different movements. Computing: Coding Typing	Why do we need latitude and longitude? What are 4 and 6 figure grid references and
Swimming	Automata toys develop a functional automata window display, to meet the requirements in a design brief. Explore and create cam, follower and axle mechanisms to mimic different movements. Coding Typing Using the internet for research	Why do we need latitude and longitude? What are 4 and 6 figure grid references and