Beech Class – Autumn Term 2024 Overview of Learning

	First Half Term	Second Half Term
English	Y3 Spelling (Read, Write, Inc) - Unit 1: Adding the prefixes disand in Unit 2: Adding the prefix im- to root words beginning with m or p - Unit 3: Adding the suffix -ous Y4 Spelling (Read, Write, Inc) - Unit 1: Adding the prefix mis Unit 2: Words ending in zhuh spelt -sure - Unit 3: Adding the prefix auto-	Y3 Spelling (Read, Write, Inc) - Unit 4: Adding the suffix -ly - Unit 5: Words ending in -ture - Unit 6: Adding -ation to verbs to form nouns Y4 Spelling (Read, Write, Inc) - Unit 4: Adding the suffix -ly - Unit 5: Adding the prefix inter- - Unit 6: Words with the ay sound spelt ei, eigh, ey
	Writing (CUSP)	Writing (CUSP)
	First person diary entries (2 weeks) - recognise the difference between direct and reported speech - use devices for informal tone - write in the past tense from the first person perspective - use a range of sentence structures Writing dialogue through narrative (3 weeks) - know that historical texts can include historical references - know that inverted commas are used to punctuate direct speech - use editing strategies - use the third person perspective - use and sustain the past tense - carefully select vocabulary	Third Person Adventure Stories (3 weeks) - know how to write in the third person perspective - recognise the progressive and simple past tense - Use a range of descriptive devices - plan and execute a third person adventure story - use a balance of dialogue and description to tell the story News reports (2 weeks) - know that the perspective is the viewpoint that something is written from - understand that the tense tells us when an event has happened - plan, draft and write a simple news report - include accurately punctuated direct quotations

Writing Performance Poetry (1 week)

- recognise key poetic devices including alliteration, rhyme and repetition
- know that intonation changes when we speak and perform
- know that form helps convey the message in poems
- prepare and perform narrative poems
- show understanding through intonation, action, tone and volume
- make connections between poems
- critically review the performance of a poem

Reading (CUSP)

Young, Gifted and Black by Jamia Wilson

- know how to compare texts, finding similarities and differences between them
- know that the purpose of a text is the message an author wishes to convey
- be able to select phrases from a text to prove or disprove a statement
- select evidence from a range of texts to validate an inference
- recognise the difference between stated and implied information
- select evidence from a text to justify an inference
- make valid predictions based on stated or implied details
- know that the opinions of a writer can be inferred from the language they use
- know that texts can have a

Reading (CUSP)

Operation Gadgetman by Malorie Blackman

- know that foreboding is a sense that something bad is going to happen
- recognise the difference between fact and opinion
- explain how an author creates a sense of foreboding
- be able to empathise with a character
- know that subheadings guide the reader through the information in a non-fiction text
- know how authors use descriptive language to create mood
- use subheadings to retrieve and organise information
- explain how authors create mood
- compare texts by finding similarities and differences
- know that poets use word

	range of purposes and audiences - distinguish significant information in a text from supplementary details - identify and describe contrasts in language and tone	choice and structure to suggest meaning - find similarities and differences in fiction and non-fiction - infer meaning from poetic devices
Maths	Place Value - using: Base 10, part-whole models, tens grids - including: partitioning, estimating, ordering, rounding and Roman Numerals Addition and Subtraction - using: Base 10, cubes, dice, 2-, 3- and 4-digit numbers - including: number bonds, estimating, partitioning, inverse operations, adding and subtracting 1s, 10s, 100s, and 1000s, adding and subtracting numbers with up to 4-digits, efficient methods	Addition and Subtraction (continued) - using: Base 10, cubes, dice, 2-, 3- and 4-digit numbers - including: number bonds, estimating, partitioning, inverse operations, adding and subtracting 1s, 10s, 100s, and 1000s, adding and subtracting numbers with up to 4-digits, efficient methods Multiplication and Division - using: cubes, arrays, counters, number lines - including: inverse operations, multiplying and dividing by 2, 3, 4, 8 (Y3) and 3, 6, 9, 7 and 11 (Y4), arrays, multiplying by three numbers Area - including: counting squares, making shapes
Science	States of Matter (CUSP) - compare and group materials together, according to whether they are solids, liquids or gases - observe that some materials change state when they are heated or cooled, and measure or research the temperature	Light (CUSP) - recognise that they need light in order to see things - know that dark is the absence of light - notice that light is reflected from surfaces - recognise that light from the sun can be dangerous and that there are ways to protect their eyes

	- identify the part played by evaporation and condensation in the water cycle	- recognise that shadows are formed when the light from a light source is blocked by an opaque object
History and Geography	Achievements of an ancient civilisation: Ancient Egypt (CUSP) (4300 - 30 BC) - Who were a few of the earliest civilisations and what did they achieve? - Who were the ancient Egyptians and where did they live? - The Old, Middle and New Kingdoms: who was significant and what did they achieve? - How and what did the ancient Egyptians write? - How did the ancient Egyptians use the River Nile? - What did the ancient Egyptians believe in? - What do we know about Tutankhamun?	Human and Physical Geography: Rivers (CUSP) - What are the features of a river? - What's our local river? - What features can we see? - Where did it come from and where does it flow?
Art, Design and Technology	Art and Design Drawing and Painting (CUSP) - experiment using a variety of materials to create different marks - mix colours and use different painting techniques including tonking, impasto and sgraffito. Inspiration The Postman by Vincent Van Gogh Extra opportunity To explore Egyptian Art (cartouches)	Design and Technology Mechanisms - How many ways are there to open a door? (CUSP) - investigate how hinges work - use a variety of materials and tools to make a hinged product

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Modern Languages	Spanish What's your name? Where do you live? Confidence in conversation Colours Use of a bilingual dictionary Christmas	
Music	I've been to Harlem - Pitch shape, ostinato, round, pentatonic, call-and-response	Chilled Out Clap Rap - Beat, rhythm, dynamics, crotchet, paired quavers, notes C-D-E, crotchet rest
Physical Education	Gymnastics (GetSet4PE) - develop balancing, rolling, jumping and inverted movements and use these skills to create more complex sequences - demonstrate control in their behaviour to create a safe environment for themselves and others to work in - work independently and in collaboration with others - provide feedback in order to make improvementsIn - develop performance skills considering the quality and control of their actions Ball Skills (GetSet4PE) - develop a variety of ball skills - develop tracking a ball when dribbling with hands, feet, throwing and catching and kicking - learn to select the appropriate skill for the situation Taught by a qualified instructor (Mr Wilson) Cross Country - practise part of lessons	Dance (GetSet4PE) - create characters and narrative through movement and gesture - gain inspiration from a range of stimuli, working individually, in pairs and small groups - think about how to use movement to explore and communicate ideas and issues, and their own feelings and thoughts - develop confidence in performing - opportunity to provide feedback and utilise feedback to improve their own work TAG Rugby (GetSet4PE) - develop understanding of the attacking and defending principles of invasion games - think about how they use skills, strategies and tactics to outwit the opposition - develop their understanding of the importance of fair play and honesty while self-managing games and learning and abiding by key rules. Taught by a qualified instructor (Mr Wilson)

PSHE	Healthy and Happy Relationships - being a good friend - solving friendship difficulties - resilience (Discovery Education)	Similarities and Differences - valuing and Respecting One Another - identity and diversity (Discovery Education)
Religious Education	Key Question: How do people express commitment to a religion/worldview in different ways? (Norwich Diocese Enquiry) - identify a range of ways in which religious belief can impact daily life - show awareness of the similarities and differences between the commitment ceremonies or rites of passage within Christianity, and between Christianity, Judaism and Sikhism - identify some similarities and differences in how people practise and express beliefs about commitment	Key Question: What is the Trinity? (Understanding Christianity - Incarnation) - knowledge that God is trinity: Father, Son and Holy Spirit - identify the difference between 'Gospel' and a letter - know how Christians show their beliefs about God the Trinity in worship and in the way they live express some ideas of their own about what the God of Christianity is like
Computing	Computing Systems and Networks - Connecting Computers (Teach Computing) - develop understanding of digital devices, with an initial focus on inputs, processes, and outputs - begin by comparing digital and non-digital devices - introduction to computer networks that include network infrastructure devices like routers and switches	Computing Systems and Networks - The Internet (Teach Computing) - apply knowledge and understanding of networks - appreciate the internet as a network of networks which need to be kept secure - learn that the World Wide Web is part of the internet - explore the World Wide Web - evaluate online content to decide how honest, accurate, or reliable it is