

St Margaret's at Cliffe Curriculum Overview for Owls Class Term 2 2024-2025

English

Reading

- read frequently for pleasure and information, across a range of texts. Recommend books to others, giving details to explain my view
- join in discussions about different kinds of texts; expressing own ideas and listening respectfully to others, adding comments of my own
- point out the features of different text types, explain the purpose of each feature.
- make relevant predictions
- read many irregular words which are challenging
- work out the meaning of new words using a knowledge of root words, prefixes and suffixes

Writing

- use further prefixes and suffixes
- spell many words with silent letters
- distinguish between more complex homophones
- always write legibly and fluently and with increasing speed
- select the appropriate form of writing after identifying the audience and purpose of the writing
- draft and write by selecting appropriate grammar and vocabulary and understand how such choices can change and enhance meaning
- in narratives, describe setting characters and atmosphere and integrate dialogue to convey character and advance the action
- proof read for spelling and punctuation errors and to improve their writing

SPAG

- understand how the passive affects the presentation of information
- identify the difference between formal and informal speech structures
- identify a semi-colon, colons and dashes within a text and explain how they are used
- understand that an ellipsis (...) is an omission of a word
- use a comma to mark a pause in a complex sentence

Mathematics

Fractions

- equivalent fractions and simplifying
- equivalent fractions on a number line
- comparing and ordering
- adding and subtracting two fractions and mixed numbers
- multi-step problems involving fractions
- multiply fractions by integers and by fractions
- divide fractions by an integer
- mixed questions
- fractions of amounts and finding the whole

Converting Units

- metric measurements
- converting and calculating metric measurements
- miles and kilometres
- imperial measurements

Music

Songs of WW2

- use musical vocabulary to identify features of different eras of music
- improve accuracy in pitch and control, singing with expression and dynamics
- identify pitches within an octave when singing
- use knowledge of pitch to develop confidence when singing in parts
- notate a melody using pitches up to an octave

RE

What matters most to Christians and to Humanists?

- express own ideas about moral concepts such as fairness or honesty
- suggest reasons why it might be helpful to follow a moral code and reasons why it might be difficult
- give examples of similarities and differences between Christian and Humanist values

History

What Happened when Britain went to war in 1939?

- know key dates, characters and events of time studied, placing the Second World War on a timeline in relation to other studies
- use relevant dates and terms to establish period detail
- choose reliable sources of factual evidence to describe ways of life and actions of people
- give own reasons why changes may have occurred, particularly with the role of women, supported with evidence
- understand that the past has been represented in different ways and that some evidence is propaganda or misinformation and this affects interpretations of history
- evaluate the usefulness and accurateness of different sources of evidence and use critically to reach and support conclusions

Science

Evolution and Inheritance

- recognise that living things have changed over time and that fossils provide information about living things that inhabited the earth millions of years ago
- recognise that living things produce offspring of the same kind, but normally offspring vary and are not identical to their parents
- identify how animals and plants are adapted to their environment in different ways and that adaptation leads to evolution

Physical Education

Netball

- understand the 3 zones in netball and basic rules
- pass the ball without moving, and between zones
- understand the importance of finding space and good communication
- understand and develop tactics and team play

Dance

- work creatively and imaginatively on their own, with a partner and in a group to compose motifs and structure simple dances
- perform dances fluently and with control
- warm up and cool down independently
- understand how dance helps to keep them healthy
- use appropriate criteria to evaluate and refine their own and others' work

Art & Design and Technology

Paintings

- use techniques, colours, tools and effects to represent things seen, remembered or imagined
- explore the effect of light, colour, texture and tone on natural and man-made objects

Sculpture

- modelling, on a range of scales which communicate their observations from the real or natural world

Cooking and Nutrition

- know how to prepare and cook a savoury dish safely and hygienically including the use of a heat source
- know how to use a range of techniques, such as peeling, chopping, slicing, grating, mixing, spreading, kneading and baking

PSHE

Celebrating Differences

- understand there are different perceptions about what normal means
- understand how being different could affect someone's life
- explain some of the ways in which one person or a group can have power over another
- know some of the reasons why people use bullying behaviours
- give examples of people with disabilities who lead amazing lives
- explain ways in which difference can be a source of conflict and celebration

French

Let's go Shopping

- take part in shopping role play, speaking in French
- use the correct form of positional language to describe the position of shops
- use adjectives to describe the colour of clothes
- ask and answer questions as a shopper and shopkeeper
- read and interpret shopping lists

Computing

Coding

- design a playable game with a timer and score
- use functions and understand why they are useful
- use flowcharts to test and debug a program
- understand the different options of generating user input in 2Code
- understand how 2Code can be used to make a text-based adventure game