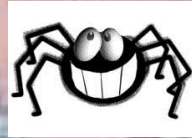




# What are Pine Class learning in Term 3?



## English

**Fiction-** "Up" as a stimulus for writing different settings; character descriptions, adjectives, adverbs, contractions, exclamation marks, question marks, progressive continuous verbs, story language and beginning to use paragraphs.

**Non-fiction-** explanations about an imaginative vehicle; using causal connectives, paragraphs, technical vocabulary and time connectives.



## Geography

**The World-** name and locate the world's 7 continents and 5 oceans, understand geographical similarities and differences through studying the human and physical geography of a small area of the United Kingdom, and of a small area in a contrasting non-European country, the location of hot and cold areas of the world in relation to the Equator and the North and South Poles, use world maps, atlases and globes to identify the United Kingdom and its countries, as well as the countries, continents and oceans studied at this key stage, use simple compass directions (North, South, East and West) and locational and directional language to describe the location of features and routes on a map

## Maths

**Multiplication and division-** recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers, calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication ( $\times$ ), division ( $\div$ ) and equals ( $=$ ) signs, show that multiplication of 2 numbers can be done in any order (commutative) and division of 1 number by another cannot, solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts.

**Money-** recognise and use symbols for pounds (£) and pence (p); combine amounts to make a particular value, find different combinations of coins that equal the same amounts of money, solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change

## Computing

**Programming-** using the Probots, understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions, create and debug simple programs, use logical reasoning to predict the behaviour of simple programs.

**Position and Direction-** use mathematical vocabulary to describe position, direction and movement including movement in a straight line and distinguishing between rotation as a turn and in terms of right angles for quarter, half and three-quarter turns (clockwise and anti-clockwise).

Where in the world would you go?

## Science

**Investigating cars travelling down a ramp.** Observation skills, setting up and carrying out investigations, performing simple tests and recording results, using their observations and ideas to suggest answers to questions, gathering and recording data to help in answering questions.

## Music

Charanga with Mrs Williams

## Art/D.T.

**Cars-** Design, make and evaluate own vehicles, explore and use different mechanisms.

## RE/SMSC

New Year's Resolutions  
Spending and saving money, keeping money safe.

## P.E.

**Gym-** master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities

If you have visited an interesting place somewhere in the world please come in and talk to us about it!

WOW! -

Dates to remember -