



2019/20

MATHEMATICS

Number/Calculation

- Secure place value and rounding to 10,000,000, including negatives.
- All written methods, including long division.
- Use order of operations (not indices).
- Identify factors, multiples and primes.
- Solve multi-step number problems.

Algebra

- Introduce simple use of unknowns.

Geometry and measure

- Confidently use a range of measures and conversions.
- Use area and volume formulas.
- Classify shapes by properties.
- Know and use angle rules.
- Translate and reflect shapes, using all four quadrants.
- Calculate area of triangles/parallelograms.

Data

- Use pie charts.
- Calculate mean averages.

Fractions, decimals and percentages

- Compare and simplify fractions.
- Use equivalents to add fractions.
- Multiply simple fractions.
- Divide fractions by whole numbers.
- Introduce ratio and proportion.
- Solve problems using decimals and percentages.
- Use written division up to two decimal places.
- Introduce ratio and proportion.

COMPUTING

- Design and write programs to solve problems.
- Use sequences, repetition, inputs, variables and outputs in programs.
- Detect and correct errors in programs.
- Understand uses of networks for collaboration and communication.
- Be discerning in evaluating digital content.

SCIENCE

- Compare classification, including micro-organisms.
- Identify aspects of good health and lifestyles, including circulatory system.
- Understand evolution and adaptation.
- Explore light and shadows; the eye.
- Consolidate understanding of forces, including gravity.
- Investigate electricity: including circuits.

ART & DESIGN

- Develop drawing techniques by sketching, evaluating and amending work; create cartoon strips, close observational drawing of traditional Cyprus doors.
- Refine the use of a variety of media (watercolour, wax crayon, chalks, clay, paint) in order to create designs inspired by famous artists, including William Morris and Quentin Blake.

ENGLISH

Reading

- Read a broad range of genres.
- Recommend books to others.
- Make comparisons within/across books and genres.
- Support inferences with evidence.
- Summarise key points from texts.
- Identify how language, structure, etc. contribute to meaning.
- Discuss use of language, including figurative.
- Discuss and explain reading, providing reasoned justification for view.

Writing

- Use knowledge of morphology and etymology in spelling.
- Develop legible personal handwriting style.
- Plan writing to suit audience and purpose; use models of writing.
- Develop character, setting and plot in a variety of narratives.
- Experiment and select grammar and vocabulary for effect.
- Use a wide range of cohesive devices.
- Ensure grammatical consistency.

Grammar

- Use appropriate register/style.
- Use the passive voice for purpose.
- Use features to convey and clarify meaning.
- Use full punctuation.
- Use language of subject/object.

Speaking and Listening

- Generate a range of questions to build knowledge.
- Articulate arguments and opinions.
- Use spoken language to speculate, hypothesise and explore.
- Use appropriate register and language

GEOGRAPHY

- Understand what a settlement is and why people chose specific places in which to settle in Cyprus.
- Study a region of the Americas and compare this to a European region.
- Understand biomes, vegetation belts, land uses, economic activity and distribution of resources.
- Use 4-6 figure grids on references on OS maps.

HISTORY

The Victorians

- Learn about the most significant events during this period of time in Britain and use primary and secondary sources of evidence to make comparisons between the different classes in Victorian society.
- Research a famous Victorian person and present findings to the class through drama.

Cyprus - the island that everybody wanted

- Place events in chronological order and compare these with what was happening in Britain at the time.
- Understand the political history of Cyprus and understand the impact of the main events on modern day Cyprus.

MODERN FOREIGN LANGUAGES

- Listen and engage, gaining an appreciation of the language studied.
- Speak in simple language and be understood; to hold simple conversations.
- Develop appropriate pronunciation.
- Understand basic grammar, e.g. gender.

MUSIC

- Use software to create, evaluate and refine a composition.
- Use and understand the basics of staff notation.
- Sing with increasing control of breathing, posture and dynamics.
- Name some composers and their works.
- Present performances effectively with an awareness of audience, venue and occasion.
- Learn how to play the guitar (WOPPS).

DESIGN & TECHNOLOGY

- Use research criteria to develop products which are fit for purpose and aimed at specific groups, e.g. Autumn fair games, fairground rides.
- Analyse and evaluate own products in order to improve their design.
- Cook savoury dishes for a healthy diet.
- Use mechanical and electrical systems in own products.

RELIGIOUS EDUCATION

- Learn about important festivals and celebrations from various faiths and why they are important.
- Learn in depth from two different religions about why their holy buildings and works of art matter to them as expressions of devotion to God and worship, and about how they practice generosity and charity.
- Use drama and the arts as a means of communicating personal learning journey in RE.
- Learn in depth from Christianity and from Humanism, a non-religious way of life.

PHYSICAL EDUCATION

- Develop flexibility and control in gym, dance and athletics.
- Play competitive games and tournaments, applying basic principles.
- Use running, catching, jumping and throwing in isolation and in combination.
- Take part in outdoor and adventurous activities - developing stamina and resilience.
- Compare performances to achieve personal bests.