

Snaith Primary School Medium term plan  
Autumn term 2017  
**CURIOUSER AND CURIOUSER**



PE

OUTDOOR AND ADVENTUROUS

- Arrive proper equipped for outdoor activity
- Understand the need to show accomplishment and management skills
- Show an ability to both lead and form part of a team
- Support others and seek support if required
- Show resilience when plans do not work and initiative to try new ways of working
- Use map, compasses and digital devices to orientate themselves
- Remain aware of changing conditions and change plans if necessary.

GAMES

- Throw and catch with control and accuracy
- Strike a ball and field with control
- Choose appropriate tactics to cause problems for the opposition
- Follow the rules of the game and play fairly
- Maintain possession of a ball
- Pass to teams mates at appropriate times
- Lead others and act as a respectful team member

DESIGN TECHNOLOGY

FOOD

- Prepare ingredients hygienically
- Measure ingredients to nearest gram accurately
- Follow a recipe
- Assemble or cook ingredients (controlling the temperature of the oven or hob, if cooking)

TEXTILES (Christmas stocking)

- Understand the need for a seam allowance
- Join textiles with appropriate stitching
- Select the most appropriate techniques to decorate textiles

CONSTRUCTION RESCUE ALICE!

- Choose suitable techniques to construct products of to repair items
- Strengthen materials using suitable techniques

MECHANICS

- Use scientific knowledge of the transference of forces to choose appropriate mechanisms for a product (levels, winding, pulleys and gears)

MATERIALS

- Cut materials accurately and safely by selecting appropriate tools
- Measure and mark out to the nearest millimetre
- Apply appropriate cutting and shaping techniques that include cuts within the perimeter of the material
- Select appropriate joining techniques

TO DESIGN, MAKE, EVALUATE and IMPROVE

- Design with purpose by identifying opportunities to design
- Make products by working efficiently
- Refine work and techniques as work progresses continually evaluating the product design

TAKE INSPIRATION FROM DESIGN THROUGHOUT HISTORY

- Identify some of the great designers in all of the areas of study to generate ideas
- Improve upon existing designs, giving reasons for choices
- Disassemble products to understand how they work

SCIENCE  
ROCKS

- To compare and group together different kinds of rocks on the basis of their appearance and simple physical properties.
- To compare and group together different kinds of rocks on the basis of their simple physical properties.
- To describe in simple terms how fossils are formed when things that have lived are trapped within rock.
- To compare and group together different kinds of rocks on the basis of their simple physical properties.
- To compare and group together different kinds of rocks on the basis of their simple physical properties.
- To recognise that soils are made from rocks and organic matter.
- To compare and group together different kinds of rocks on the basis of their simple physical properties.

SOUND

- To recognise that sounds get fainter as the distance from the sound source increases.
- To identify how sounds are made, associating some of them with something vibrating.
- To find patterns between the volume of a sound and the strength of the vibrations that produced it.
- To find patterns between the pitch of a sound and features of the object that produced it.
- To identify how sounds are made, associating some of them with somethina vibratina.

FRENCH

All around town – Year 4

Getting to know you – Year 3

ENGLISH

- Fiction writing
- Setting descriptions
- Adventure stories
- Write persuasively
- Letters
- Instructions
- Newspaper reports

RE

Remembering

ICT – E-SAFETY

- Know the legal age for social networking sites
- Know who to add as a friend on networking/ gaming sites
- Aware of charges when playing games
- Aware of pop up scams and know what to do when one appears
- Aware of cyber –bullying and what to do when one appears
- Aware of cyber-bullying and what to do if you feel intimidated
- Aware of stranger danger and what to do if you feel intimidated

MUSIC

- Sing from memory with accurate pitch
- Sing in tune
- Maintain a simple part within a group
- Pronounce words within a song clearly
- Show control of voice
- Play notes on an instrument with care so that they are clear
- Perform with control and awareness of others
- Compose and perform melodic songs
- Use sound to create abstract effects

ART  
TEXTILES

- Use a variety of techniques e.g. printing, dyeing, weaving and stitching to create different textural effects
- Develop skills in stitching, cutting and joining
- Experiment with pasted resist

3D

- Plan, design and make models from observation or imagination
- Join clay adequately and construct a simple base for extending and modelling others shapes
- Create surface patterns and textures in a malleable material
- Use papier mache to create a simple 3D object

DIGITAL MEDIA

- To use media to create a sensory piece of artwork to demonstrate a theme or topic i.e. photography, video, sound or animation.
- Record and collect visual information using digital cameras and video recorders.
- Use a graphics package to create images and effects with; Lines by controlling the brush tool with increased precision
- Changing the type of brush to an appropriate style e.g. charcoal Create shapes by making selections to cut, duplicate and repeat
- Experiment with colours and textures by making an appropriate choice of special effects and simple filters to manipulate and create images for a particular purpose

MATHS – National curriculum