



Mathematics Year 3 and Year 4		
<p>Place Value</p> <ul style="list-style-type: none"> - Recognise the place value of each digit in a three-digit number - To find 10 or 100 more of a given number - Compare and order numbers up to 1000 - Identify, represent and estimate numbers using different representations - Read and write numbers up to 1000 in numerals and words - solve number and practical problems with these - Count in multiples of 25 and 1000 - Recognise the place value of each digit in 4- digit numbers (1000s, 100s, 10s and ones) up to 10,000 - Identify, represent, and estimate numbers using different representations such as number lines - - Manipulate 3 and 4 digit numbers through exchange - Compare and order numbers up to 1000 using $<$, $>$, $=$ signs - Read and write numbers up to 1000 in numerals and words - Find 10, 100 Or 1000 more or less - Round any number to the nearest 10, 100, 1000 	<p>Addition and subtraction</p> <ul style="list-style-type: none"> - Add and subtract numbers up to 4 digits - Add mentally by bridging numbers - Partition numbers to add two and three-digit numbers - Subtract 1s, 10s and 100s - Solve addition and subtraction problems in contexts, deciding which operations and methods to use and why - Estimate answers to calculations - Use formal methods to add - Add and subtract numbers mentally including a 3-digit number and ones, tens, and hundreds - Subtract using a number line - Use the expanded method for subtraction - Use rounding to check answers to calculations and determine, in the context of a problem, levels of accuracy - Solve addition and subtraction one and two step problems in contexts, deciding which operations to use and why - Use inverse operations to check answers - Solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why. - Solve comparison, sum and difference problems using information presented in a line graph - Statistics: complete, read and interpret information in tables, including timetables 	<p>Multiplication and Division</p> <ul style="list-style-type: none"> - Recall and use multiplication and division facts for the 2x, 5x and 10x tables. - Use grid arrays for representing \times and \div facts - Count in multiples of 3 and 4 from zero - Derive and recall 3x and 4x tables and associated division facts - Write/ recall mathematical statements using mental strategies and known facts (\times / \div) - Understand that division is sharing and grouping - Solve problems involving multiplication and division using number lines, arrays and bars - Consolidate multiplication and division facts for 2x, 3x, 4x, 5x, 8x and 10x tables - Derive, recall and use multiplication and division facts for 6x and 12x tables - Understand how arrays show multiplication - Use grid arrays for representing \times and \div - Solve missing number problems and problems involving multiplying and dividing (partitioning and recombining) such as $37 \times 8 = (30 \times 8) + (7 \times 8)$ - Understand that division is sharing and - Multiply and divide numbers mentally drawing upon known facts - Multiply and divide whole numbers and those involving decimals by 10, 100 - Solve problems involving addition, subtraction, multiplication and division

Sycamore Class Wider Subject areas								
Science WALT: recognise that sounds get fainter as the distance from the sound source increases. WALT: recognise that sounds get fainter as the distance from the sound source increases. WALT: identify how sounds are made WALT: find patterns between the volume of a sound and the strength of the vibrations that produced it. WALT: find patterns between the pitch of a sound and features of the object that produced it. WS: To be able to report on findings from an enquiry and to be able to set up a simple practical enquiry.	Computing –E Safety WALT: identify and create secure passwords WALT: recognise fact from fiction online WALT: create rules for safe use of email WALT: present strategies for keeping safe online	Art Stone Age Drawing – Oil Pastels WALT: Explore existing art and identify unique features WALT: Compare and contrast pencils and pastels for line and colour WALT: Understand and apply the theory of negative space to designs WALT: Evaluate finished pieces using artistic vocabulary	PE Parkour Tag Rugby	History Changes in Britain within the Stone Age Study of Stonehenge and the technology and <u>inventions</u> surrounding Stonehenge WALT: understand the chronology and sequence events in pre-history WALT: Understand how our knowledge of the past is constructed from a range of sources. WALT: Recognise and track lifestyle changes within the Stone Age (Mesolithic to Neolithic)	Music Texture, Timbre WALT: Identify the use and purpose of different layers in music we hear and create WALT: Identify a range of non-percussion instruments by name and family Challenge: Identify how methods of playing can add texture in different ways	RE Creation & Fall/Community What do Christians learn from the Creation story? (digging deeper)	French WALT: Saying the days of the week WALT: Naming colours WALT: Counting between 11 and 20 WALT: Naming countries WALT: Expressing likes and dislikes	P4C/PSCE E Safety WALT: know the benefits and risks of internet usage WALT: consider how our online actions impact on others WALT: know why social media is age restricted WALT: know about forms of internet abuse and what to do if it happens WALT know where and how to report concerns about online issues
The Big events this term are: Stone Age Day The Core values and learning keys we will be focusing on are: Team, Explore, Care								

Sycamore Class Half Term Learning grid
Autumn 1 Stone Age

