



Word Reading

- Reads all of the Y3/4 common exception words by sight noting unusual correspondence between spelling and sound
- Read with fluency and automaticity a range of age-appropriate text types
- Read almost all common exception words automatically, noting unusual correspondence between spelling and sound

Comprehension

- Without prompting, draw inferences & justify with evidence e.g. characters' feelings, thoughts & motives, from their actions or words. Draw comparisons
- Identify how language, structure & presentation contribute to meaning e.g. 'threatening' means that a storm is close & could be dangerous
- Provide explanations which show their high level of understanding of the text

Handwriting

- Write legibly and consistently in every piece of writing

Spelling

- Spell most of the Y3/4 common exception words

Composition

- Create and develop detailed plot lines which move my narrative on
- Plan and write pieces using organisational devices which support the genre

Grammar

- Use standard English most of the time
- Use a subordinate clause to make a complex sentence, which adds additional information

Punctuation

- Most sentences are correctly demarcated (. ! ? CL and commas in a list, comma after a fronted adverbial, comma in a subordinate clause and a comma for a reported clause)



Animals Including Humans

Describe the simple functions of the basic parts of the digestive system in humans

Electricity

Construct a simple series electrical circuit, identifying and naming its basic parts, including cells, wires, bulbs, switches and buzzers

Living things and their habitats

Explore and use classification keys to help group, identify and name a variety of living things in their local and wider environment

Sound

Recognise that vibrations from sounds travel through a medium to the ear

States of Matter

Identify the part played by evaporation and condensation in the water cycle and associate the rate of evaporation with temperature.





Number & Place Value

- Know that 10 hundreds are equivalent to 1 thousand, and that 1,000 is 10 times the size of 100; apply this to identify and work out how many 100s there are in other four-digit multiples of 100
- Recognise the place value of each digit in four-digit numbers, and compose and decompose four digit numbers using standard and non-standard partitioning
- Reason about the location of any four-digit number in the linear number system, including identifying the previous and next multiple of 1,000 and 100, and rounding to the nearest of each
- Divide 1,000 into 2, 4, 5 and 10 equal parts, and read scales/number lines marked in multiples of 1,000 with 2, 4, 5 and 10 equal parts

Number Facts

- Recall multiplication and division facts up to 12×12 , and recognise products in multiplication tables as multiples of the corresponding number
- Solve division problems, with two-digit dividends and one-digit divisors, that involve remainders, and interpret remainders appropriately according to the context
- Apply place-value knowledge to known additive and multiplicative number facts (scaling facts by 100)

Multiplication and Division

- Multiply and divide whole numbers by 10 and 100 (keeping to whole number quotients); understand this as equivalent to making a number 10 or 100 times the size
- Manipulate multiplication and division equations, understand and apply the commutative property of multiplication. Understand and apply the distributive property of multiplication

Fractions

- Reason about the location of mixed numbers in the linear number system
- Convert mixed numbers to improper fractions and vice versa
- Add and subtract improper and mixed fractions with the same denominator, including bridging whole numbers

Geometry

- Draw polygons, specified by coordinates in the first quadrant, and translate within the first quadrant
- Identify regular polygons, including equilateral triangles and squares, as those in which the sidelengths are equal and the angles are equal
- Find the perimeter of regular and irregular polygons. Identify line symmetry in 2D shapes presented in different orientations
- Reflect shapes in a line of symmetry and complete a symmetric figure or pattern with respect to a specified line of symmetry