

# Picture of a Primary 7 learner (2.3)

## Literacy and English

**Reading :** *Big Cat – Diamond & 10<sup>th</sup> 100 Fry's Common Words.*

**Writing:** *2.3 technical writing targets and V.C.O.P.*

**Genre:** *Poetry, Character, Setting, Short Story, Persuasive, Recount, Report, Procedural, Discussion*

**Spelling:** *Personalised*

**L & T:** *2.3 Skills tracker.*

**Modern Languages:** *Give short personal presentation, participate in simple conversations, understand classroom instructions and personal information, listen to story, song or poem, read aloud and read and understand a simple text, write a few sentences about themselves and others.*

### Grammar:

Hyphen	Adjectives (formed from nouns)
Dash	Synonyms
Ellipses (...)	Antonyms
Parenthesis (brackets)	Homophones
Colon	Connectives
Semi-colon	Personification
Apostrophe	Metaphor
Speech Marks	Alliteration
Exclamation Mark	Onomatopoeia
Question Mark	Simile
Nouns/verbs/agreement verbs (auxiliary verbs) (past tense with had) (active and passive)	Rhyme
Adverbs (as openers)	

**Handwriting:** *Use joined handwriting for all writing, except where other forms are required.*



## Health and Wellbeing

Attainment and achievement within all 8 Wellbeing indicators - Safe, **Healthy, Achieving, Nurtured, Active, Respected, Responsible and Included** to allow development of the 4 capacities.

*SUCCESSFUL LEARNERS*

*CONFIDENT INDIVIDUALS*

*EFFECTIVE CONTRIBUTORS*

*RESPONSIBLE CITIZENS*

*Themes: Values; Emotions; Personal Safety & Substance Misuse; Relationships (Bullying); Relationships; Dealing with Conflict & Change; Resilience; Rights & Responsibilities; RSHP; Food and Health; Success & Ambition. (Rights, Respecting Schools linked to topics)*

**HAPPY. HEALTHY. SAFE.**

If children feel safe, they can take risks, ask questions, make mistakes, learn to trust, share their feelings, and grow.

# Numeracy and Mathematics

Number practice **daily**.

**Counting** – at least 5 minutes per day.

**Mental Maths:** Covered daily within numeracy lessons.

Block 1	<b>Place Value/Number</b> Numbers up to 1,000,000 including negative numbers. Decimal fractions with up to 3 d.p MNU 2-02a, 2-04a MTH 2-07c	<b>Number (rounding)</b> Estimate the answer to a problem using appropriate rounding. Round decimal numbers to the nearest tenth and hundredth MNU 2-01a, 2-03b, 2-07a	<b>Time</b> Use appropriate timers to measure activities. Know different units of speed. Use a timer to measure time including 100ths of a second. MNU 2-10b, 2-10c	<b>Number (Addition)</b> Solve any addition problem (multi-step) with numbers to 2 d. p Mentally add 3-digit numbers. MNU 2-02a, 2-03a, 2-03b, 2-03c	<b>Money</b> Solve money problems using 4 operations Calculate profit and loss accurately. MNU 2-03c, 2-09c	<b>Shape</b> Use and create nets of 3D shapes. Draw simple triangles given angles and lengths. MTH 2-16a, 2-16b, 2-16c, 2-17b, 2-17d	
Block 2	<b>Number (Subtraction)</b> Solve any subtraction problem (multi-step) with numbers to 2 d. p Mentally subtract 3-digit numbers. MNU 2-02a, 2-03a, 2-03b 2-03c	<b>Patterns and Sequences</b> Use well known number patterns e.g. squared, cubed, triangular, Fibonacci & Pascals triangle. Apply knowledge to generate number sequences. MNU 2-13a	<b>Number (Multiplication)</b> Understand the order of operations using brackets. Solve multiplication word problems with numbers up to 3d.p. MNU 2-03a, 2-03c, MTH 2-05a		<b>Symmetry/Shape</b> Complete shapes with vertical, horizontal or oblique lines of symmetry. MTH 2-19a	<b>Number (Division)</b> Understand the order of operations using brackets. Solve division word problems with numbers up to 3d.p. MNU 2-03a, 2-03c MTH 2-05a	
Block 3	<b>Fractions/Decimals</b> Use the relationship between fractions and percentages in everyday contexts. Compare and order fractions. Use common factors to simplify factions. MNU 2-03b, 2-07a, 2-07b, 2-07c	<b>Data Handling</b> Conduct a survey and choose the best form of presentation to present data in a clear and understandable way and communicate the results in a clear and concise manner. MTH 2-20a, 2-20b, 2-21a	<b>Measure (Weight)</b> Measure with and read a variety of scales accurately. Convert kg/g MNU 2-11a, 2-11b	<b>Money</b> Compare costs from different retailers. Introduce different ways of paying for goods and the benefits and risks. MNU 2-03a, 2-09a, 2-09b, 2-09c	<b>Angles, Symmetry and Transformation</b> Identify and name the parts of an angle. (e.g. arms, vertex). Measure angles in the environment. MTH 2-17a,2-17b, 2-17d	<b>Measure (Volume)</b> Calculate the volume of a composite shape. Calculate volume using $V=l \times b \times h$ MNU 2-03c, 2-11b	
Block 4	<b>Time</b> Use and create timetables set out in both 12- and 24-hour clock times. Calculate time intervals bridging parts of hours. MNU 2-10a, 2-10 b, 2-10c	<b>Expressions &amp; Equations</b> Express missing number problems algebraically. MNU 2-03a MTH 2-15a	<b>Measure (Area)</b> Calculate areas of right-angled triangles using $A= \frac{1}{2} (l \times b)$ Calculate area of compound shapes using knowledge of squares, rectangles and triangles. MNU 2-03a, 2-11b, 2-16a	<b>Angles and Symmetry</b> Express direction using 3 figure bearings. Measure and draw 3 fig. compass bearings using a protractor. MTH 2-17a, 2-17c	<b>Transformation</b> Plot points using positive and negative coordinates using 4 quadrants. MTH 2-18a	<b>Measure (Length/Perimeter)</b> Convert between mm/cm/m/km Measure and calculate accurately the perimeter of regular and irregular shapes. MNU 2-03a, 2-11a	<b>Chance</b> Plan and carry out a suitable investigation involving chance. Justify and explain my findings.