

Jackdaws Two Year Rolling Programme

YEAR 2 2020-21/ 2022-23

Y3/4 Long Term Plan	Autumn Term	Spring Term	Summer Term
Literacy	<p><b>UG</b> Letter Writing. Non-chronological report. Narrative story</p> <p><b>Firebird</b> Writing a letter in role Shared poetry writing Report writing Writing a diary entry in role</p>	<p><b>Leon and the Place Inbetween</b> Descriptive writing Playscript Writing in Role</p> <p><b>Arthur and the Golden Rope</b> Free Verse Poetry Script for Advertisement Narrative Voice: Storytelling Newspaper Article Writing in Role: journal Letter Writing Kenning Poetry Non-Chronological Report Book Trailer Narration Comic Book Writing</p>	<p><b>I was a Rat</b> Letter writing Writing in role Diary writing Newspaper writing Persuasive writing Letter writing</p>
History	<p><b>Stone Age to Iron Age</b> Study the changes that took place in Britain between the Stone Age and the Iron Age and the impact the changes had on the lives of people. Arrange events from the past in chronological order. Sims and diffs with life today and children's own lives. How did hunter-gatherers live? Find out about the</p>	<p><b>.The Romans -</b>  Use timeline to order events. Split a timeline into different sections (BC /AD). Be able to name the dates of significant events and place them on a timeline e.g., Caesar invades, Birth of Christ, Claudius, Boudicca, etc. Show understanding of how we know about the past and explore the</p>	<p><b>Invaders and Settlers</b> Romans leave, A-S arrive from Europe, Vikings arrive from Europe. Local history study - Viking Norwich or A-S Norfolk - Study the reasons for the invasion and settlement, how the country changed due to their presence, village life, religion, and study prominent characters eg Bede. Life of</p>

	tools they used and how simple artefacts improved as new discoveries about natural resources were made.	evidence that remains about how the Romans lived. Raise questions and seek opportunities for these to be investigated independently and in small groups. Learn about the influence of the Romans in our region and evidence we can still see -Boudicca.	a A-S farmer.
<b>Geography</b>	Show an understanding of the different types of settlements that were built up during the Stone Age. Study the ways in which people used the land and its natural resources to help them survive.	Be able to locate countries in Europe and their capital cities. To know physical features eg the Alps, Pyrenees, Ural mountains. Locate and name rivers eg Thames, Seine, Rhine, Tigris, Danube. How and why do people move between countries...invading and settling. Sims and diffs between Viking lands and East Anglia, why might they have chosen to come here? (Or A-S lands and here, whatever we decide for Local Study)	Develop an understanding of the geography of Greece, including location, landscape and climate. Look at an area of Greece as a modern holiday destination compared to a region of the UK, understand geographical similarities and differences with region of UK (& a region in north or south America?!)
<b>Art &amp; DT</b>	<b>Art</b> Drawing Artist - Vincent Van Gogh  <b>D.T.</b> Clay - creating a Stone Age Thinker	<b>Art</b> Painting  Artist - Sean Scully  <b>D.T.</b> Cooking - Jam tarts	<b>Art</b> Printmaking  <b>D.T.</b> Designing and making a car using wheels and axles
<b>Music</b>	<b>Samba</b> Play and perform in solo and ensemble contexts, using their voices and playing musical instruments with increasing accuracy, fluency, control and expression	<b>Samba</b> Play and perform in solo and ensemble contexts, using their voices and playing musical instruments with increasing accuracy, fluency, control and expression	<b>Into Opera</b>  Play and perform in solo and ensemble contexts, using their voices and playing musical instruments with increasing

	<p>Listen with attention to detail and recall sounds with increasing aural memory</p> <p><b>Into Opera</b> Appreciate and understand a wide range of high-quality live and recorded music drawn from different traditions and from great composers and musicians.</p> <p>Play and perform in solo and ensemble contexts, using their voices and playing musical instruments with increasing accuracy, fluency, control and expression</p>	<p><b>Into Opera</b> Listen with attention to detail and recall sounds with increasing aural memory.</p> <p>Appreciate and understand a wide range of high-quality live and recorded music drawn from different traditions and from great composers and musicians.</p> <p>Play and perform in solo and ensemble contexts, using their voices and playing musical instruments with increasing accuracy, fluency, control and expression</p>	<p>accuracy, fluency, control and expression</p>
<p>Science</p>	<p><b>Animals diets, skeletons, muscles</b> Identify how animals have different diets and why humans need a balanced diet to survive. Learn about a healthy diet and what is important for our bodies and why. How does Clive plan healthy meals for us every day? Consider why humans might live longer now than they did in the Stone Age. What do skeletons do? How can we look after our skeleton? Understand movement by identifying joints and learn how muscles work in pairs to move the body.</p> <p><b>Rocks, Fossils, Soil</b> Learn about rocks and soils. Study the different types of rock - sedimentary, igneous and metamorphic, find out about characteristics and how could group them</p>	<p><b>Forces and Magnets</b> Observe that magnetic forces can act without direct contact unlike other forces. Explore the behaviour of magnets and their everyday uses. Raise questions and carry out tests, find out how far things move on different surfaces, gather and report data to find answers to a variety of scientific questions.</p> <p><b>Plants and conditions for growth</b> Identify different parts of flowering plants, explore requirements of plants for life and growth and how they vary from plant to plant. Investigate the way in which water is transported within plants; life cycle of flowering plants including pollination, seed formation and dispersal. What do crops need to grow? (nb/ include careful drawing of plants and parts of</p>	<p><b>Living Things and their habitats</b> What lives in Bawburgh? What lives in Greece? Why? Learn about habitats and adaptations. Learn about how changes in the environment can sometimes pose dangers to wildlife.(make a diorama?)</p> <p><b>Sound</b> How are sounds made? Find patterns in sound e.g. between the pitch of a sound and features of the object that produced it. How did the Ancient Greeks make sure everyone in the amphitheatre could hear the play? How did they amplify sound? Answer questions by investigating sound.</p>

	according to properties. Learn about fossils and how they were formed, find out more about how soils formed and investigate their components.	plants, use art sketchbooks?)	
<b>Maths</b>	<p><b>Number - place value</b></p> <p>Count in multiples of 6, 7, 9. 25 and 1000.</p> <p>Find 1000 more or less than a given number.</p> <p>Recognize the place value of each digit in a four digit number (thousands, hundreds, tens and ones)</p> <p>Order and compare numbers beyond 1000.</p> <p>Count backwards through zero to include negative numbers.</p> <p>Solve number and practical problems that involve all of the above and with increasingly large positive numbers.</p> <p><b>Number- addition and subtraction</b></p> <p>Add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate.</p> <p>Solve addition and subtraction two step problems in contexts, deciding which</p>	<p><b>Place Value and Decimals</b></p> <p>Find the effect of dividing a one or two digit number by 10 or 100, identifying the value of the digits in the answer as ones, tenths and hundredths</p> <p>Order and compare numbers beyond 1000.</p> <p>Compare numbers with the same number of decimal places up to two decimal places.</p> <p>Count up and down in hundredths.</p> <p>Round decimals with one decimal place to the nearest whole number.</p> <p>Order and compare numbers beyond 1000.</p> <p>Solve number and practical problems that involve all of the above and with increasingly large positive numbers</p> <p><b>Multiplication and Division</b></p>	<p><b>Number- Four Operations</b></p> <p>Multiply two digit and three digit numbers by a one digit number using appropriate methods.</p> <p>Solve problems involving all four operations.</p> <p><i>Geometry: Shape and symmetry</i></p> <p>Compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes.</p> <p><b>Identify lines of symmetry in 2D shapes presented in different orientations.</b></p> <p>Complete a simple symmetric figure with respect to a specific line of symmetry.</p> <p><b>Statistics</b></p> <p>Interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs.</p> <p>Solve comparison, sum and difference problems using information presented</p>

	<p>operations and methods to use and why.  <b>Number - multiplication and division</b>  Recall and use multiplication and division facts for multiplication tables up to 12 x 12.</p> <p>Use place value, known and derived facts to multiply and divide mentally, including: multiplying by 0 and 1; dividing by 1; multiplying together three numbers.</p> <p>Multiply two digit and three digit numbers by a one digit number using appropriate methods.</p> <p>Recognise and use factor pairs and commutativity in mental calculations.</p> <p>Divide two and three digit numbers by one digit using mental and written methods as appropriate.</p> <p>Solve problems involving multiplying and adding, including using the distributive law to multiply two digit numbers by one digit, integer scaling problems and harder correspondence problems such as n objects are connected to m objects.</p> <p><b>Measurement- Area</b></p> <p>Measure and calculate the perimeter of a rectilinear figure (including squares) in centimeters and meters</p>	<p>Use place value, known and derived facts to multiply and divide mentally, including: multiplying by 0 and 1; dividing by 1; multiplying together three numbers.</p> <p>Divide two and three digit numbers by one digit using mental and written methods as appropriate.</p> <p><b>Fractions and Decimal Equivalence.</b></p> <p>Recognise and show, using diagrams, families of common equivalent fractions.</p> <p>Solve problems involving increasingly harder fractions to calculate quantities.</p> <p>Solve problems involving using fractions to divide quantities, including non-unit fractions (e.g. <math>\frac{3}{4}</math>) where the answer is a whole number.</p> <p>Add and subtract fractions with the same denominator.</p> <p>Recognise and write decimal equivalents of any number of tenths or hundredths.</p>	<p>in bar charts, pictograms, tables and other graphs</p> <p><b>Number- Fractions (and Decimal Equivalence)</b></p> <p>Solve problems involving increasingly harder fractions to calculate quantities.</p> <p>Solve problems involving using fractions to divide quantities, including non unit fractions (e.g. <math>\frac{3}{4}</math>) where the answer is a whole number.</p> <p>Recognise and write decimal equivalents of any number of tenths or hundredths.</p> <p>Recognise and write decimal equivalents to <math>\frac{1}{4}</math>, <math>\frac{1}{2}</math>, <math>\frac{3}{4}</math></p> <p><b>Geometry- Position and Direction</b></p> <p>Describe positions on a 2D grid as coordinates in the first quadrant.</p> <p>Describe movements between positions as translations of a given unit to the left/ right and up/down.</p> <p><b>Time</b></p> <p>Convert between different units of measure eg hour to minute.</p> <p>Read, write &amp; convert time between analogue and digital 12 and 14 hour clocks.</p> <p>Solve problems involving converting</p>
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	<p>Find the area of rectilinear shapes by counting squares, and begin to understand the formula for the area of a rectangle.</p> <p>Convert between different units of measure [for example, kilometer to meter]</p>	<p>Recognise and write decimal equivalents to <math>\frac{1}{4}</math>, <math>\frac{1}{2}</math>, <math>\frac{3}{4}</math></p> <p><b>Geometry and Angles</b></p> <p>Identify acute and obtuse angles and compare and order angles up to a straight line by size.</p> <p><b>Measurement- Money</b></p> <p>Solve simple money problems involving fractions and decimals to two decimal places.</p> <p>Estimate, compare and calculate different measures, including money in pounds and pence.</p>	<p>from hours to minutes; minutes to seconds; years to months; weeks to days</p>
Computing	<p><b>Unit 3.1 Coding</b> Weeks - 6 Programs - 2Code</p> <p><b>Unit 3.2 Online Safety</b> Weeks - 3 2Connect (Mind Map) 2Blog Writing Templates Display boards</p> <p><b>Unit 3.3 Spreadsheets</b> Weeks - 3 2Calculate</p>	<p><b>Unit 3.4 Touch-Typing</b> Weeks - 4 Programs - 2Type</p> <p><b>Unit 3.5 Email (including email safety)</b> Weeks - 6 Programs - 2Email</p>	<p><b>Unit 3.6 Branching Databases</b> Weeks - 4 2Question</p> <p><b>Unit 3.7 Simulations</b> Weeks - 3 2Simulate, Writing Templates</p> <p><b>Unit 3.8 Graphing</b> Weeks - 3 Programs - 2Graph Writing Templates 2Blog (Blogging)</p> <p><b>Unit 3.9 Using Microsoft PowerPoint</b> Weeks - 6 Main program - MS PowerPoint</p>
French	<p><b>Unit 1 Bonjour</b> Hello and goodbye</p>	<p><b>Unit 3 Mon Corps</b> Parts of the body</p>	<p><b>Unit 5 La Famille</b> Identify members of your family</p>

	<p>Giving and asking names How are you? Numbers 1 - 10</p> <p><b>Unit 2 En Classe</b> Items in the classroom Colours What is your age? Giving instructions.</p>	<p>Describe your eyes and hair Days of the week Character descriptions</p> <p><b>Unit 4 Les Animaux</b> Animals and pets Counting 11 - 20 Giving someone's name Describing someone</p>	<p>The alphabet Household items Using 'sur' and 'dans' to describe positions</p> <p><b>Unit 6 Bon Anaversaire</b> Recognise and ask for snacks Giving Opinions about food</p>
<p><b>YEAR 2</b> 2021-22/ 2023-24</p>			
<b>Literacy</b>	<p><b>The Iron Man</b></p> <p>Poem Diary Account Letter Newspaper Account</p>	<p><b>The Ice Palace</b> Explanation text Instruction Text Narrative Writing</p> <p><b>Varjak Paw</b> Diary Account Persuasive text (Letter) Descriptive writing Fictional recount</p>	<p><b>Oliver and the Seawigs</b> Writing in role Instruction text Explanation text</p> <p><b>Krindlekrax</b> Letter writing Diary Entry Non chronological report Narrative recount</p>
<b>History</b>	<p><b>Early civilisations and Ancient Egypt:</b></p> <p>Location, chronology - when was AE most significant in world history, building of the pyramids, key sites in AE, attitudes towards death and how the Egyptian religion, people's beliefs and the rites associated with mummification shaped their civilisation.</p>	<p><b>Geography Topic section</b></p>	<p><b>Local History Robert Kett</b> Explore the issues surrounding the Rebellion: Land rights and difference between wealthy and poor. Key places: Cow Gate, Moushold Heath, Wymonham, Oak tree, Dusindale King Edward VI Make link with Invaders and settlers with farming lives. Map skills, look for place names with Kett referenced</p>
<b>Geography</b>	<p>Human and physical geography linked to the importance of The Nile in Egyptian society, similarities with rivers in UK and</p>	<p>Study different climates zones around the world and investigate the causes of global warming and how it may be prevented.</p>	<p>Map work - locate and name world countries through spread of Roman Empire and cities etc in the UK</p>

	<p>distribution of natural resources, e.g. Broads, farming link in East Anglia. Climate and location of Egypt.</p>	<p>Study earthquakes and examine the causes of them, why certain places around the world are more prone to them and how scientists record Natural disasters: Learn what a volcano/ earthquake/ tsunami are and how they are created. What impact do they have on people's lives then and now (e.g. Pompeii, designing earthquake safe buildings, school drills in Japan). Locate and name some of worlds famous volcanoes and earthquake zones e.g. Ring of fire, Mount Saint Helens. Natural electricity (lightning)</p>	<p>through the Romans in Britain. Show an understanding of the origin of the names of counties and cities in the UK. Understand the changes that have occurred over time. Show understanding of how human and physical processes can change features of a place and discuss how change can affect lives and activities of people living there (Boudicca). Recognise that different places may have both similar and different characteristics that influence the lives and activities of people living there. Offer reasons for observations made/views about places and environments</p>
<b>Art &amp; DT</b>	<p><b>Art</b> Collage Artist Francis Bacon</p> <p><b>D.T.</b> Designing and making Christmas fairy cakes</p>	<p><b>Art</b> Textiles</p> <p><b>D.T.</b> Designing and making a purse</p>	<p><b>Art</b></p> <p>3D - Creating a shoe cast</p> <p><b>D.T.</b> Designing and making a healthy snack bar</p>
<b>Music</b>	<p><b>Samba</b> Play and perform in solo and ensemble contexts, using their voices and playing musical instruments with increasing accuracy, fluency, control and expression</p> <p>Listen with attention to detail and recall sounds with increasing aural memory</p> <p><b>Into Opera</b> Appreciate and understand a wide range</p>	<p><b>Samba</b> Play and perform in solo and ensemble contexts, using their voices and playing musical instruments with increasing accuracy, fluency, control and expression</p> <p><b>Into Opera</b> Listen with attention to detail and recall sounds with increasing aural memory.</p> <p>Appreciate and understand a wide range of</p>	<p><b>Into Opera</b></p> <p>Play and perform in solo and ensemble contexts, using their voices and playing musical instruments with increasing accuracy, fluency, control and expression</p>

	<p>of high-quality live and recorded music drawn from different traditions and from great composers and musicians.</p> <p>Play and perform in solo and ensemble contexts, using their voices and playing musical instruments with increasing accuracy, fluency, control and expression</p>	<p>high-quality live and recorded music drawn from different traditions and from great composers and musicians.</p> <p>Play and perform in solo and ensemble contexts, using their voices and playing musical instruments with increasing accuracy, fluency, control and expression</p>	
<b>Science</b>	<p><b>Animals and humans.</b></p> <p>Introduce the main body parts associated with the digestive system and explore questions to understand their special functions, identify teeth and their functions, comparing the teeth of carnivores and herbivores to investigate why they are different. Construct and interpret a variety of food chains, identifying producers, predators and prey (link to Egypt). Explore the ancient Egyptian diet and make comparisons with our own.</p>	<p><b>Electricity</b></p> <p>Sources of electricity and their potential dangers, simple circuits and recognising when and why they will not work, what an electrical conductor is and what makes a good conductor/insulator, why conductive materials are used in wires and plugs. Investigate what a switch is and how it affects an electrical circuit. Investigate different components within a circuit.</p>	<p><b>States of Matter</b></p> <p>Compare and group materials according to whether they are solids, liquids or gases. Investigate how some materials change state when heated or cooled. Learn about the water cycle and link to recent work in Geog on climate.</p> <p><b>Light and Shadows</b> Explore light and shadows. Learn how light is reflected from different surfaces and find patterns in the way that the size of shadows change.</p>
<b>Computing</b>	<p><b>Unit 4.1 Coding</b> Weeks - 6 Main Programs - 2Code</p> <p><b>Unit 4.2 Online Safety</b> Weeks - 4 Programs - 2Connect</p>	<p><b>Unit 4.4 Writing for Different Audiences</b> Weeks - 5 Programs - Writing Templates 2Simulate 2Connect (Mind Map) 2Publish Plus</p> <p><b>Unit 4.5 Logo</b> Weeks - 4 Programs - 2Logo</p>	<p><b>Unit 4.6 Animation</b> Weeks - 3 Programs - 2Animate</p> <p><b>Unit 4.7 Effective Searching</b> Weeks - 3 Programs - Browser 2</p> <p><b>Unit 4.8</b></p>

	(Mind Map) 2Publish Plus Display boards <b>Unit 4.3 Spreadsheets Weeks - 5</b> Programs - 2Calculate		<b>Hardware Investigators Weeks - 2</b> Programs - 2Quiz 2Connect (Mind Map) Writing Templates
French	<b>Unit 1 Bonjour</b> Hello and goodbye Giving and asking names How are you? Numbers 1 - 10  <b>Unit 2 En Classe</b> Items in the classroom Colours What is your age? Giving instructions.	<b>Unit 3 Mon Corps</b> Parts of the body Describe your eyes and hair Days of the week Character descriptions  <b>Unit 4 Les Animaux</b> Animals and pets Counting 11 - 20 Giving someone's name Describing someone	<b>Unit 5 La Famille</b> Identify members of your family The alphabet Household items Using 'sur' and 'dans' to describe positions  <b>Unit 6 Bon Anaversaire</b> Recognise and ask for snacks Giving Opinions about food
Maths	<b>Number - place value</b>  Count in multiples of 6, 7, 9. 25 and 1000.  Find 1000 more or less than a given number.  Recognize the place value of each digit in a four digit number (thousands, hundreds, tens and ones)  Order and compare numbers beyond 1000.  Count backwards through zero to include negative numbers.  Solve number and practical problems that involve all of the above and with increasingly large positive numbers.	<b>Place Value and Decimals</b>  Find the effect of dividing a one or two digit number by 10 or 100, identifying the value of the digits in the answer as ones, tenths and hundredths  Order and compare numbers beyond 1000.  Compare numbers with the same number of decimal places up to two decimal places.  Count up and down in hundredths.	<b>Number- Four Operations</b>  Multiply two digit and three digit numbers by a one digit number using appropriate methods. Solve problems involving all four operations.  Geometry: Shape and symmetry  Compare and classify geometric shapes,including quadrilaterals and triangles, based on their properties and sizes.  <b>Identify lines of symmetry in 2D shapes presented in different orientations.</b>

	<p><b>Number- addition and subtraction</b></p> <p>Add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate.</p> <p>Solve addition and subtraction two step problems in contexts, deciding which operations and methods to use and why.</p> <p>Number - multiplication and division Recall and use multiplication and division facts for multiplication tables up to 12 x 12.</p> <p><b>Multiplication and Division</b></p> <p>Use place value, known and derived facts to multiply and divide mentally, including: multiplying by 0 and 1; dividing by 1; multiplying together three numbers.</p> <p>Multiply two digit and three digit numbers by a one digit number using appropriate methods.</p> <p>Recognise and use factor pairs and commutativity in mental calculations.</p> <p>Divide two and three digit numbers by</p>	<p>Round decimals with one decimal place to the nearest whole number.</p> <p>Order and compare numbers beyond 1000.</p> <p>Solve number and practical problems that involve all of the above and with increasingly large positive numbers</p> <p><b>Multiplication and Division</b></p> <p>Use place value, known and derived facts to multiply and divide mentally, including: multiplying by 0 and 1; dividing by 1; multiplying together three numbers.</p> <p>Divide two and three digit numbers by one digit using mental and written methods as appropriate.</p> <p><b>Fractions and Decimal Equivalence.</b></p> <p>Recognise and show, using diagrams, families of common equivalent fractions.</p> <p>Solve problems involving increasingly harder fractions to calculate quantities.</p>	<p>Complete a simple symmetric figure with respect to a specific line of symmetry.</p> <p><b>Statistics</b></p> <p>Interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs.</p> <p>Solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs</p> <p><b>Number- Fractions (and Decimal Equivalence)</b></p> <p>Solve problems involving increasingly harder fractions to calculate quantities.</p> <p>Solve problems involving using fractions to divide quantities, including non unit fractions (e.g. <math>\frac{3}{4}</math>) where the answer is a whole number.</p> <p>Recognise and write decimal equivalents of any number of tenths or hundredths.</p> <p>Recognise and write decimal equivalents to <math>\frac{1}{4}</math>, <math>\frac{1}{2}</math>, <math>\frac{3}{4}</math></p> <p><b>Geometry- Position and Direction</b></p> <p>Describe positions on a 2D grid as</p>
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	<p>one digit using mental and written methods as appropriate.</p> <p>Solve problems involving multiplying and adding, including using the distributive law to multiply two digit numbers by one digit, integer scaling problems and harder correspondence problems such as n objects are connected to m objects.</p> <p><b>Measurement- Area</b></p> <p>Measure and calculate the perimeter of a rectilinear figure (including squares) in centimeters and meters</p> <p>Find the area of rectilinear shapes by counting squares, and begin to understand the formula for the area of a rectangle.</p> <p>Convert between different units of measure [for example, kilometer to meter]</p>	<p>Solve problems involving using fractions to divide quantities, including non-unit fractions (e.g. <math>\frac{3}{4}</math>) where the answer is a whole number.</p> <p>Add and subtract fractions with the same denominator.</p> <p>Recognise and write decimal equivalents of any number of tenths or hundredths.</p> <p>Recognise and write decimal equivalents to <math>\frac{1}{4}</math>, <math>\frac{1}{2}</math>, <math>\frac{3}{4}</math></p> <p><b>Geometry and Angles</b></p> <p>Identify acute and obtuse angles and compare and order angles up to a straight line by size.</p> <p><b>Measurement- Money</b></p> <p>Solve simple money problems involving fractions and decimals to two decimal places.</p> <p>Estimate, compare and calculate different measures, including money in pounds and pence.</p>	<p>coordinates in the first quadrant. Describe movements between positions as translations of a given unit to the left/ right and up/down.</p> <p><b>Time</b></p> <p>Convert between different units of measure eg hour to minute. Read, write &amp; convert time between analogue and digital 12 and 14 hour clocks. Solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days</p>
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