



Straight... True... Successful

### Key Dates

Monday 6th May: School closed  
Tuesday 21st May: Our class assembly  
Friday 24th May: School closes for half term  
Monday 3rd June: School opens  
Monday 10th June: KS2 Sports Day  
Tuesday 11th June: Reserve KS2 Sports Day  
Tuesday 11th June: Visit to new library  
Friday 5th July: Bowmandale Summer Fun Event (3:30-5:00pm)  
Monday 8th July: Transition Day  
Monday 8th July: Open School (3:30—4:30pm)  
Friday 12th July: Prizegiving  
Friday 19th July: School closes 2:30pm

### Homework

The children will receive weekly homework related to the week's learning. Please can all homework folders be in school for the following Thursday.

Please can you the children bring their reading books and records into school every day and aim to read a minimum of at least four times a week. The children will receive their spellings on a Friday and will be tested on them the following Thursday.

### PE

Outdoor PE will be on a Tuesday and Wednesday and indoor PE will be on a Friday. Please ensure that the children have their kit every day so they are prepared if we have a change of plan.

## Year 4

## Summer Term 2019

## Curriculum Newsletter

Dear parents/carers,

We hope that you had a lovely Easter break and are looking forward to the final term of the school year.

Our topic this term will be 'Best of British'.

We have a busy term planned with plenty of fun challenges along the way. Our adventures will be reported regularly on the school APP so that you can keep up to date with the different activities that we are doing.

We are looking forward to continuing the positive relationships with you to develop the best possible outcomes for your child.

Many thanks

Miss Dunkerley

### Class Book

Fantastic Mr Fox: Roald Dahl

### School trip

Picnic in Baysgarth Park

## Maths

### Fractions

- recognise and show, using diagrams, families of common equivalent fractions
- - add and subtract fractions with the same denominator
- recognise and write decimal equivalents of any number of tenths or hundreds
- recognise and write decimal equivalents to  $1/4$ ,  $1/2$ ,  $3/4$
- find the effect of dividing a one- or two-digit number by 10 and 100, identifying the value of the digits in the answer as ones, tenths and hundredths
- round decimals with 1 decimal place to the nearest whole number
- compare numbers with the same number of decimal places up to 2 decimal places
- solve simple measure and money problems involving fractions and decimals to 2 decimal places

### Measurements

- convert between different units of measure [for example, kilometre to metre; hour to minute]
- measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres
- find the area of rectilinear shapes by counting squares
- estimate, compare and calculate different measures, including money in pounds and pence
- read, write and convert time between analogue and digital 12- and 24-hour clocks
- solve problems involving converting from hours to minutes, minutes to seconds, years to months, weeks to days

### Statistics

- interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs
- Solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs

## English

Our written work in the first half term will be based on the theme of Dragons, using St George's Day as starting point. We will incorporate different genres including poetry, instructional writing, non fiction and specific grammar points. As we move to the second half term we intend to look at local history and incorporate report, story and letter writing as well as covering specific grammar points.

## RE/ PSHE

Encounters/Our World  
Discuss and debate topical issues

## Music

Using the terms duration, timbre, pitch, tempo and use of silence to describe music.

Listening to and evaluating music

Using symbols to represent a composition and use them to help with a performance.

## Science

Animals including humans  
Living things in their Environment  
Sound

## PE

Athletics

Gymnastics

## Computing

We are toy designers

Designing a simple toy that incorporates sensors and outputs and then create an on-screen prototype of their toy in Scratch.

## Topic: Best of British

### Geography

- Naming and locating cities and counties in the UK
- Using the eight points of a compass
- Using four and six figure grid references
- Using symbols and keys when map reading
- Recognising geographical regions and the physical and human characteristics within these, key topographical features and land use patterns.

### History

- Studying the history of the local area

### Art/Design Technology

- Creating a piece of art work inspired by Bridget Riley
- Follow a recipe to make a cupcake
- Making a money pouch