

Y4 Autumn 1

MATHS

We will explore the value of numbers up to 1,000, practise and improve our mental strategies for addition and subtraction.



COMPUTING

We will be learning how to describe what an input is and explain how a computer network can be used to share information.



SCIENCE

Our science unit is 'Living things and their habitats'. We will explore a variety of ways to identify, sort, group and classify living things...we hope to make good use of the new school garden! We will use and create classification keys to group, identify and name living things from our local habitat and beyond.



DESIGN AND TECHNOLOGY

We will improve our textile skills: designing, hand sewing and decorating a bookmark using blanket stitch, running stitch and a range of different materials.



GUIDED READING

We will study the illustrated book 'The Barnabus Project'. We will be focusing on a range of reading skills, including fluency, expression and retrieval.



FRENCH

Meet my family

We will be learning about pets, the alphabet, what's your name, my home and spelling using the French alphabet.



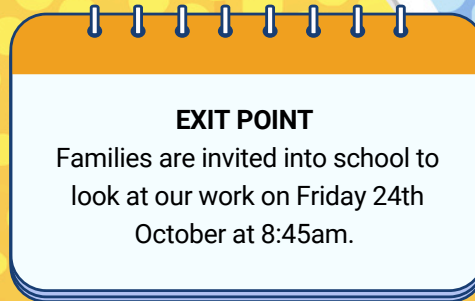
PSHE

Our PSHE topic is Families and Relationships. We will be discussing manners, boundaries, stereo-types, what a supportive family looks like and also bereavement.



EXIT POINT

Families are invited into school to look at our work on Friday 24th October at 8:45am.



ENGLISH

We will write two letters based on our book, 'The Day the Crayons Quit'. We will be focusing on the structure of a letter and the appropriate language and vocabulary to be used.



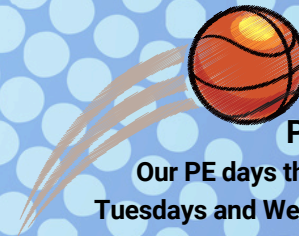
RE

Our RE topic is The Golden Rule. We will be describing what the concept of a Golden Rule is and how Humanists might use the concept in their own lives.



PE

Our PE days this half term are Tuesdays and We will be focusing on basketball and gymnastics. Please come to school in correct PE kit these days (white t-shirt, dark blue or black shorts, trainers)



LIBRARY

Please bring in your library book on the THURSDAYS so that you are able to change it for a new one.

