





Year 4 Curriculum Newsletter Spring 1 (2025)

Welcome

Dear Parents and Carers,

As we near the Christmas break, we hope that you and your families all have a restful and relaxing holiday. With the New Year comes new exciting learning opportunities for the children, many of which are detailed in this newsletter.

As always, we look forward to receiving the children's holiday homework projects, which will be celebrated and shared upon their return to school.

Please feel free to speak to us about your child's progress or any concerns you may have, regarding any element of their learning and development.

Best wishes,

The Year 4 Team



Dates for your diary

Key dates including class assemblies, enrichment days / events and coffee mornings can be found on our school website calendar or on our parent dates letter sent out at the beginning of every half term.

Trips take place each half term and are planned to support the half termly learning. A separate letter is sent to inform you of details for upcoming class trips. These are also added to the school's website calendar.

PE

Please ensure your child has the correct PE kit in school on their timetabled PE days. It is advised that your child keeps their kit in school throughout the week in case of any timetable changes. Children must have a full PE kit (a white t-shirt, black shorts and plimsolls) to ensure personal hygiene and safety.

PE Days:

Lilac Class - Thursday Carnation Class - Thursday

Homework

Children in Year 4 should spend a set time each day completing homework to ensure good routine. This should include:

- Completing the weekly literacy and numeracy tasks which will be set on Thursday and is to be returned the following Monday.
- Reading their home reading book for 15 minutes each evening (please sign the diary to show this has been completed).
- Learning their weekly spellings which will be set on <u>Thursday</u> and tested on the following <u>Friday</u>.
- Learning their times tables to 12×12 .
- Accessing the home learning sites, Times Tables Rockstars and Mathletics.





Literacy

As writers, we will use the study of texts to develop and widen our vocabulary and knowledge of year group spelling and grammar expectations, including using a variety of different structured sentences.



Maths

As mathematicians, we will be developing our knowledge of fractions and how to add and subtract them. We will also be developing our understanding of time. We will be using a range of strategies to develop our ability to explain our thinking through reasoning and problem solving.



Science

As scientists, we will be exploring Sound; looking at how it is produced, which factors affect its pitch and what the relationship between distance and sound is. We will be using scientific vocabulary to develop our knowledge and using enquiry to draw conclusions from investigations.





Recommended Reads

- Bill's New Frock.
- Pugs of the frozen North.
- · Mouse, Bird, Snake, Wolf.



Music

- The elements of music.
- · Focus: Composing, Performance, Listening.
- Keyboards.
- Voice.





RE & PSHCE

RE: Why is the story of Jesus' Baptism important to Christians?

PSHCE: Let's work.



ICT

In computer science we will be using Espresso Coding to create animations.





Art and Design Technology

In Art and Design we will develop weaving techniques to make a practical design. We will create the loom and then weave with a range of coloured wool. We will be using our knowledge of the Anglo Saxons as inspiration.



History

As historians, we will be looking at the history and origins of the Anglo Saxons, including Alfred the Great, using artifacts and images to answer questions and identifying changes over time. We will learn about the key historical events of the Anglo Saxon period and the effect these events had on people.



Physical Education (PE)

As physical learners we will be developing our control of our actions during Gymnastics. We will be learning new balances and learning how to jump in different ways using the vault horse. We will combine and sequence our learning to create performances.

