

Class 2

Summer Term 2024

Literacy

We will be beginning our literacy sessions learning about writing narratives. We will then move on to explanation texts, persuasive texts and instructional texts.

Our key text is 'Who Let the Gods Out' by Maz Evans, which we will base our VIPERS questions on.

We will also be continuing our spelling or phonics sessions as usual.

MATHS

We will be learning about time, statistics, position and direction, mass, capacity and decimals (Y4). We will also be consolidating our calculation and problem solving skills.



Computing

We will be learning how to use microbits and relate this to our programming knowledge.

E- safety will be our topic in the second half of term.

P.S.H.E

Fire and computer safety.

DT

We will be making electrically illuminated signs, linking this with our Science topic.

Music - We will be learning songs and investigating rhythm and pitch, based on the Bill Withers' song: Lean on Me. We will then be experimenting with creating our own compositions.

P.E.

The children will be doing swimming, athletics and rounders in the Summer Term.

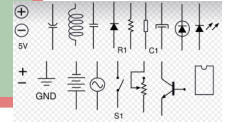
Swimming is on Mondays and either rounders or athletics will be on Wednesdays.

Please make sure your child comes to school wearing their PE kit on those days.



Science

States of matter and electricity, which will be linked to our DT topic.



History

Ancient Greece!

Art

We will be creating textiles in the style of the textile artist Michael Brennand-Wood. We will then be experimenting with printing.

R.E.

We will be thinking about 'Missions' and 'The Body of Christ' and their roles with-

French

Holidays and hobbies will be our topic in French.

HOMEWORK

Maths on Sumdog (set by Mrs Reeve): Due Wednesday, set by Thursday each week. **In addition, Y4 children, please continue to practice your times tables, in preparation for your times tables check. See google classroom for links to this.**

Spellings (set by Mrs Nottingham): Due Wednesday set by Friday week.

Reading: At least 5 nights per week please.