



One Community, Growing and Learning Together

Year 4 Curriculum Newsletter – Spring Term 2

We have more exciting curriculum learning planned for this half-term and greatly value your support as a parent/carer. We would like to share our curriculum coverage for this half-term.

English - Pupils will be reading *The Last Viking* which links with their History learning from Spring Term 1.

Maths – Our mathematicians will continue to develop their fluency and reasoning skills through solving problems about fractions and decimals. Please support us at home by ensuring your child completes their maths homework.

Science – Year 4 scientists will develop their knowledge about sound. They will investigate how sounds are made in relation to their volume and pitch.

RE – Year 4 will be developing their understanding of why Lent is an important period for Christians.

PE - Pupils will be developing their skipping technique and learning about dance.

Computing – Pupils will be learning how to develop their understanding of how digital images can be changed and edited, and how they can then be resaved and reused. They will consider the impact that editing images can have, and evaluate the effectiveness of their choices.

PSHEE & Relationships – Children will discuss how we grow and change, both physically and emotionally. They will also learn about different relationships and family structures.

DT- Children will research, design and make their own money container.

Reminders

- Year 4 children benefit greatly from reading every day at home, especially with an adult to hear and question them. Children will receive Reading Raffle stamps for every adult signature in their Home/School Reading Record.
- Homework will be handed out on a Thursday. Homework to be completed and sent back into school by the following Tuesday.
- Spellings will be given out on a Monday and spelling tests will take place each Friday.
- PE will take place on Monday and Wednesday of each week – please can children have their PE kits in school.

Our Commando Joe Character Values

