



ST ANDREW'S C of E PRIMARY SCHOOL



YEAR 4- Spring Term 2022

NUMERACY

- Place value, addition and subtraction, measures and data, fractions, multiplication, division, position and direction, time.
- Efficient written strategies for all operations.
- By the end of this term, the expectation is for your child to know all the times tables up to 12 and the related division facts.
- Times table test on Wednesday

HOW CAN YOU HELP YOUR CHILD?

Children should read for a minimum of 20 minutes at home every night. (try library books, newspapers or comics as well as scheme books).

Books should be in school everyday- we will hear children read as often as possible.

OUR TOPIC THIS TERM: CHILDREN OF THE WORLD

- Continents / capital cities around the world
- Human and physical features
- Climate
- Homes
- Education / schools
- Culture/ religion/ food



SCIENCE:

Animals including humans

ART / DESIGN:

Using watercolours and collage artwork inspired by images from a contrasting locality

SPANISH:

Greetings, instructions, animals, numbers, plurals.

Computing

Children will develop their awareness of e-safety, continue to build coding skills and use computing to explore the topic of 'Children of the World'. They will also learn to edit photos.



LITERACY

Our learning in Literacy this term will be inspired by our 'Children of the World' topic.

- The Firework Maker's Daughter
- Persuasion and biographies
- Stories from around the World

They will continue to develop reading, spelling and grammar skills throughout the term.



RE



What do Hindus believe God is like?

What is it like to be a Hindu in Britain today?



MUSIC

Learning songs to perform. Percussion.

HOMEWORK:

SET ON: Fridays

IN ON: the following Wednesday.

SPELLINGS:

Tested on Thursdays



PE

Please ensure that St. Andrew's PE kit is worn. Tracksuits can be worn. It will take place on Mondays and Wednesdays. We will be dancing and playing hockey this term.

Pupil Targets Please continue to support your child with their learning targets.