

As mathematicians, we will be consolidating our learning and understanding of addition and subtraction. In order to deepen our place value knowledge, we will be looking at two step word problems and reasoning challenges. In addition to this, we will be starting our learning on time, paying particular attention to converting between digital and analogue, and 24 hour clock. We will finish the term by using statistics to analyse graphs and charts, interpreting a wide range of data.

As writers, we will be using our class text ('Leon and the Place Between'), to write a variety of different genres including; setting description, persuasion and letter writing. We will also be completing a crosscurricular piece of writing about the digestive system. As readers, we will be continuing with our VIPERS sessions to improve our comprehension skills. We will be reading the C.S. Lewis's classic, The Lion, The Witch and The Wardrobe.

Please continue to practice times tables regularly as they help to reinforce our learning across all areas of maths. Times Tables Rockstars is an excellent resource that your child should be using regularly.

Year 4

Summer Term 1

Inside Out



In PE, the children will be learning the skills behind athletics including long distance running, sprinting, and field events.

As scientists, we will be learning about living things, and their habitats. We will be using classification keys to group animals, based on similarities and differences. Later in the term we will be learning about the digestive system, before looking at the function of teeth, and importance of oral

In wellbeing and RE, we will be thinking about how to keep healthy; physically, emotionally, and mentally. Wellbeing Week will also take place in Week 5. In RE, we will be learning about Christian teachings related to looking after our environment.

As geographers, we will be focusing on our field work skills. This will include exploring maps of the local area, and our school environment, as well as sampling and analysing data from our very own field. This will consolidate our learning from the Spring Term.

As computer scientists, we will be developing our own coding skills, by creating an educational and mathematical game using Scratch. We will be exploring algorithms and input/output statements.

As artists and designers, we will be learning about the sculptors George Segal and Alberto Giacometti before creating our own clay models. In DT, we will be upcycling old clothes to create a new product!

If you have any queries or issues, please do not hesitate to contact us via the class e-mail addresses.

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