

Saplings Class

Summer 2

Christian Value: Perseverance British Value: Tolerance

Core subjects this half term

English

Reading

Our class text this half term is *The Iron Man* by Ted Hughes. This is a fun and thought provoking adventure story based on an iron giant.

Writing

Children will write their own five-part story inspired by the class text with a clear message/moral, using paragraphs, punctuation and sentence structure. Children will learn to use dialogue between characters and make careful language choices.

For our second piece of writing children will write an explanation adapting the use of language and grammar for the form and audience.

Maths

This half term, children will learn about shape. Children will investigate angles, lines and symmetry. At the end of the half term children will learn about graphs and pictograms.

Year 4 will focus on the 9 x tables, moving on to the 11 x tables. Year 3 will learn square number facts.

Foundation subjects this half term

Science: What are rocks and soil like?

RE: What can we learn from religion?

Geography: The water cycle and rivers

PSHE: Personal qualities and careers

D and T: Making and Designing torches

Music: Rhythms and patterns

Computing: Programming repetition in shapes

French: Vocabulary

PE: Athletics

Reminders

PE will be on Fridays this half term. Children should come to school in uniform with PE kits in school to change into.

Forest School Please ensure your child comes into school in Forest School appropriate clothing on these dates:

Wednesday 10th June long-sleeved top, full-length trousers, wellies or appropriate footwear and a waterproof jacket.

Homework is set every Friday: spellings and times tables. Please also note down any reading your child does at home. We recommend hearing your child read 4 times a week.

Class Dojo is for non-urgent queries and will be checked regularly.

Any urgent queries or messages, please contact the school office.

"I have come that they may have life and have it to the full." (John 10:10)