

Things I need to remember:

Reading books can be changed every day, if they have been read. Just pop them in the tray in the classroom. Your child will receive 3 castle coins for reading 3 times a week at home, recorded in their reading record.

Monday	
Tuesday	
Wednesday	
Thursday	P.E.
Friday	Enrichment - Violins

Class dates to remember: School trip to Mount Cook Adventure Centre,

Tuesday 10th January 2017.

1st February – whole school cinema trip.

Homework:

The government expectation is that all children should know their timetables up to 12's by the end of Year 4. Please practise/chant the timetable they are on with your child at home.

	Given:	Returned the following:
Monday	Spellings/timetables	Monday
Tuesday		
Wednesday		
Thursday		
Friday		

Please note additional homework linked to topic may be given, just because the children want it!

School homework website www.educationcity.com

Next issue.

The Aztecs

Spring
term 1



Castle View Primary

Cast Away



Class: Ambition

Teacher: Mrs Sorrell

Teaching Assistant: Mrs Goodall

Maths

We are learning:

Week 1: Statistics: interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs.

Week 2: Area and perimeter: Measure and calculate the perimeter of rectangular shapes (including squares) in centimetres and metres. Convert between different units of measure [for example, kilometre to metre]. Find the area of rectangular shapes by counting squares.

Week 3: Time: Convert between different units of measure, e.g. hour to minute. Read, write & convert time between analogue and digital 12 and 24 hour clocks. Solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days.

Week 4: Place Value: Recognise the place value of each digit in a four-digit number (thousands, hundreds, tens and ones). Order and compare numbers beyond 1000. Identify, represent and estimate numbers using different representations. Round any number to the nearest 10, 100 or 1000. Solve number and practical problems that involve all of the above and with increasingly large positive numbers.

Week 5: Decimals: Round decimals with one decimal place to the nearest whole number. Compare numbers with the same number of decimal places up to two decimal places.

Week 6: Fractions: Add and subtract fractions with the same denominator. Solve simple measures and money problems involving fractions and decimals to two decimal places.

Personal, Social, Health Education and Citizenship and RE Choices

First aid: Understand the skill and how it could be put into practice. Understand that they have choices. Understand that accidents happen and we don't always have to blame someone but we need to consider what the risks are before we do something. Demonstrate that they know the process for decision making.

Spellings

Learn various spelling patterns including:

Week 1 – suffix ly, **Week 2** – suffix ly double ll, **Week 3** – suffix ly change Y to and I **Week 4** – Suffix ly – drop the e, **Week 5** – Combine: add and ic, suffix ally. e.g Basic and basically, **Week 6** – Suffix en

Our Learning is around the topic...Cast Away!

Humanities, Science and Computing Science

Describe the simple functions of the basic parts of the digestive system in humans. Identify the different types of teeth in humans and their simple functions. Construct and interpret a variety of food chains, identifying producers, predators and prey. Describe the simple functions of the basic parts of the digestive system in humans.

Computing-programming software

To understand the various roles and responsibilities involved in filmmaking (director, script writer or storyboard creator, camera person, actors, costume and props, animator, editor, artists, sound). To be able to explain the process of making films and the various stages involved.

The importance of clear communication with one another during the filmmaking process.

Physical Education- Invasion games.

560 programme relating to fitness and leading a healthy lifestyle.

English

Non-chronological report focusing on Bear Grylls

To read actively, thinking aloud, asking questions and discussing what they have read with others.

To acquire new vocabulary and to be able to read and understand it in context.

To develop understanding of gist, underlying themes and cause and effect.

To answer retrieval, deduction and inference questions using evidence from the text or justified reasons.

To generate relevant ideas for a non-chronological report plan through discussions and sharing of ideas.

Research key information about Bear Grylls and record findings on to a template. (Extending sentences using a range of conjunctions, plus FANBOY).

Decide upon a heading for your report and write your introduction using a range of sentence openers.

Write your report and up-level based on marking and feedback.

Draw an image identified from a range of sources to support your report.

Narrative based on Island of Adventures by Enid Blyton

To read actively, thinking aloud, asking questions and discussing what they have read with others.

To acquire new vocabulary and to be able to read and understand it in context.

To develop understanding of gist, underlying themes and cause and effect.

To answer retrieval, deduction and inference questions using evidence from the text or justified reasons.

Composing and rehearsing sentences orally progressively building a varied and rich vocabulary and an increasing range of sentence structures.

Extending the range of sentences with more than one clause by using a wider range of conjunctions, including when, if, because, although.

Assessing the effectiveness of their own and others' writing and suggesting improvements.

Proof-read for spelling and punctuation errors.

Art and Design Technology

To consider what works and what doesn't in town planning. To understand issues around homelessness and vulnerable housing. To debate the arguments for and against building more homes. To design a camouflage home for the homeless using painting techniques: experiment with different effects and textures including blocking in colour, washes, thickened paint creating textural effects. Create different effects and textures with paint according to what they need for the task.