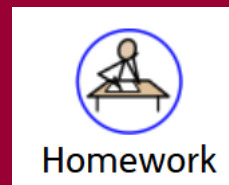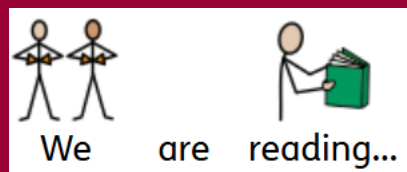# Class 4 – Summer 1 Information
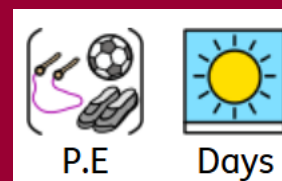
Our class staff
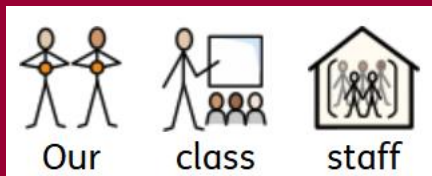
Mr Raynes
Mrs Whittaker
Mrs Parkinson

Homework

Homework is set each Friday and is due the following Wednesday. Spellings are tested on a Friday
Homework is a Maths sheet and spelling.

We are reading...

The Land of Roar – Jenny McLachlan

P.E Days

Wednesday
Thursday (normal PE kit both days)

Please remember to check the parent/carer letters for any upcoming Events.

Class 4 – Summer 1 Learning Overview

English

Children will continue learning about the achievements and determination of four iconic women at key moments in American and world history through a unit on 'Hidden Figures' by Margot Lee Shetterley. They will write a final piece, which will be a non-chronological report about the achievements of the women and the history of NASA. They will develop their use of noun phrases, parenthesis and fronted adverbials.
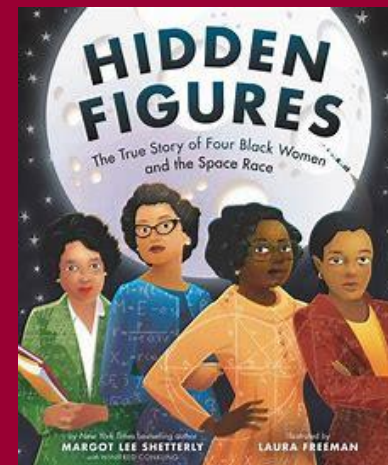
We will also look at 'The Lizzie and Belle Mysteries' by J.T. Williams. Children will be given opportunities to help Lizzie and Belle collect case notes as they write diary entries in role. They will also research, plan and write a biography of Ignatius Sancho as a final piece.

Key vocabulary
Non-chronological report, noun phrase, parenthesis, fronted adverbial, relative clause, cohesive devices
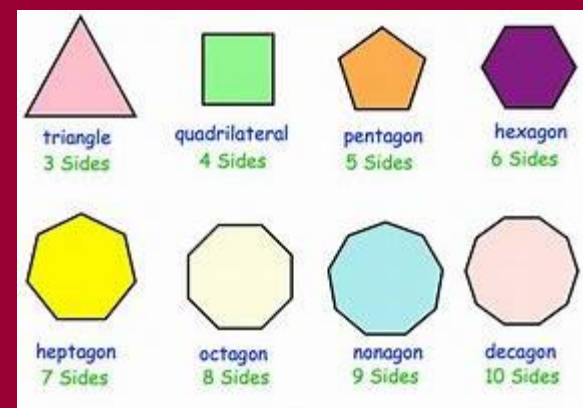
Class 4 – Summer 1 Learning Overview

Maths

Children will learn to:
- convert between different units of time
- interpret and represent a range of graphs, including time graphs.
- Identify properties of shapes
- identify acute and obtuse angles
- use properties of shape understanding to find missing angles
- identify lines of symmetry in 2D shapes

Key vocabulary
Acute, obtuse, angles, time graphs, line graphs, symmetry, reflection

triangle 3 Sides | quadrilateral 4 Sides | pentagon 5 Sides | hexagon 6 Sides
heptagon 7 Sides | octagon 8 Sides | nonagon 9 Sides | decagon 10 Sides

Class 4 – Summer 1 Learning Overview

History

Children will:
- Know the dates King Alfred reigned
- Describe some of the achievements of Alfred
- Describe the battle of Eddington and what Alfred did after his victory
- Explain how Alfred changed the relationship between Anglo Saxons and Vikings
- Explain why Alfred is the only English King to have the title 'Great'

Key vocabulary

'Great', Christianity, defences, Wessex, leader, reign, victory, Danelaw, burhs, warships

Science

Children will:
- identify common appliances that run on electricity.
- construct a simple series electrical circuit
- identify whether or not a lamp will light in a simple series circuit
- recognise that a switch opens and closes a circuit.
- recognise some common conductors and insulators

Key vocabulary

Appliance, electricity, mains, plug, component, circuit, switch, conductor, insulator, battery
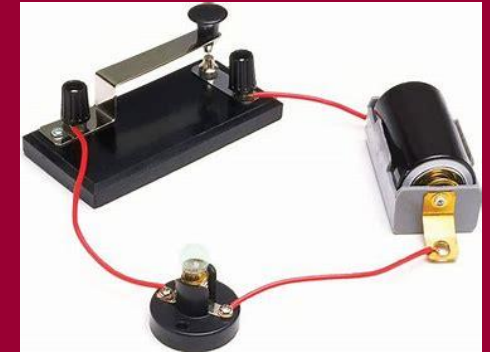
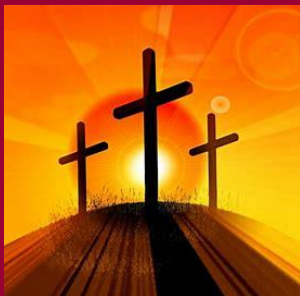# Class 4 – Summer 1 Learning Overview

RE

Children will:

- explore what it means to have faith
- consider how having faith affects people's lives, values and decisions.
- discuss that Christian people are called to build God's kingdom here on Earth

Key vocabulary
Faith, Christianity, Islam, Hinduism, Buddhism, kingdom of God, values

PSHE

Children will:

- identify and justify items they consider good value for money.
- identify multiple factors that influence whether something is good value for money.
- understand the importance of tracking spending.
- identify different ways to keep money safe.
- Identify a range of influences on job choices.

Key vocabulary
Bank account, career, perspective, security, satisfaction, value for money

French

Children will:

- learn to talk about the weather
- see that there is a mixture of *il y a* and *il fait* before weather descriptions

Class 4 – Summer 1 Learning Overview

Art
Children will:
- consider the roles and responsibilities of an architect
- discover the form and structures architects might use
- make an architectural model

Music
Children will:
- explore instrumental music from South America
- explain what samba music is
- clap on the off-beat and be able to play a syncopated rhythm

Computing
Children will:
- begin to understand selection in computer programming.
- understand how to use co-ordinates in computer programming.
- understand what a variable is in programming.
- create a playable game.