



MATHEMATICS

- **Fractions** – Recognise and use fractions as numbers, compare and order unit fractions and fractions with the same denominator and find fractions of amounts.
- **Measures** – Find the length and perimeter of 2D Shapes, compare and add and subtract lengths.
- **Reasoning and problem solving**
- Ongoing work on times tables, X2, 3, 4, 5 and 10

ENGLISH

- **Poetry** – Writing a riddles and kennings about animals and insects.
- **Reports** – Write their own reports about an animal. Think about how to set out a report and the language used in non-fiction writing. Research an animal using non fiction books and the internet. Take notes and write these into paragraphs using subheadings. Use Chatterpix to record their own report.
- **Spelling and Grammar**- present perfect form of Verbs – e.g 'I **have seen** that movie before'
An action happened at an unspecified time before now
Using subordinate clauses to extend sentences.
Begin to use generalising vocabulary in report Writing.

TOPIC

- **Science** – Animals including humans – animals and human need the right types of nutrition. Functions of bones and muscle. Using comparative testing.
- **Geography** – North America Comparison
- **History** – Explore life in Ancient Egypt and take part in practical activities.
- **Computing** – We are animators – Using Scratch to create an animated chase scene. Children will program and debug.
- **DT** – Make a 3D volcano out of modroc in a small group.
- **Music** – Make a musical playground game, using hand jives.
- **PE** – Choreograph a dance sequence to Egyptian dance and perform it for a school audience
- **PSHCE** – Helpful volunteers and helping others to stay safe.
- **World Book Day**

WAYS YOU CAN HELP AT HOME

- Listen to your child read weekly - discuss and refer to reading target in record books.
- Encourage your child to learn and recall times tables and division facts - X2, 3, 4, 5 and 10
- Practise weekly spellings using www.spellingshed.com
- Use www.topmarks.co.uk to recap place value knowledge using 3 digit numbers.
- Use 'MathsFrame' to access games. Eg: Fractions – find shaded shapes that match fraction and find fractions of amounts.
- Rehearse dance sequence to well-known song, "Walk like an Egyptian – The Bangles"

