

Curriculum Coverage

Spring Term 2

Our Topic is...



Beast Creator

P.E.

P.E this term will be on a Monday afternoon and a Thursday afternoon. On Monday's we will be at the leisure centre continuing with gymnastics. On Thursday's we will be doing football. Children must have their P.E kits in school.

Homework

Homework will be given out on a Thursday and collected on Tuesday
Please encourage your child to practise their spellings more than once and discuss word meanings to help them embed the knowledge.

Literacy (Charlotte's Web)

- Writing a classic fiction story
- Non chronological report about an animal
- Use relative clauses
- Devices to build cohesion within a paragraph
- Dashes and commas to indicate parenthesis.

Science

Properties and change of material

compare and group together everyday materials on the basis of their properties, including their hardness, solubility, transparency, conductivity (electrical and thermal), and response to magnets

- know that some materials will dissolve in liquid to form a solution, and describe how to recover a substance from a solution
- use knowledge of solids, liquids and gases to decide how mixtures might be separated, including through filtering, sieving and evaporating
- give reasons, based on evidence from comparative and fair tests, for the particular uses of everyday materials, including metals, wood and plastic
- explain that some changes result in the formation of new materials, and that this kind of change is not usually reversible, including changes associated with burning and the action of acid on bicarbonate of soda

Maths

- Multiplicative reasoning
 - Identify multiples and factor pairs
 - Prime Numbers
 - Square and cube numbers
 - Using formal methods of multiplication
 - Short division – 4 digit by 1 digit
- Geometric Reasoning
 - Identify 3D shapes from a 2D representation
 - Measure and identify angles
 - Translation of shapes

Topic

Beast Creator -

Computing – Research and presentation
Art – Drawing, perspectives
D+T – modelling
Geography – Contrasting locations