



Torridon
Primary School

Reading

This half term, the children will revise all key reading skills. The children will review how to predict, retrieve, infer and summarise. They will learn how to answer a range of comprehension questions and will be given time during the week to read for pleasure.

Writing

In writing, the children will be rehearsing the skills required to write a diary entry. We will explore characters through drama and rehearse the grammatical skills required to write sentences of different lengths. We will also be writing newspaper reports and adverts that persuade.

Mathematics

This half term, the children will identify, recognise, compare and order angles. We will explore 2-dimensional shapes and investigate symmetry. The children will learn about position and direction on a co-ordinates grid. We will then revise our number skills to consolidate our learning.

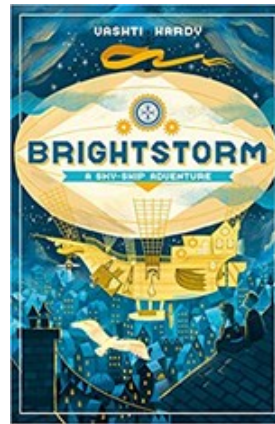
Meet the Team!

Year Group Leader: Rachel

Teaching Staff: Carmen, Rachel, Loren

Support Staff: Alicia, Amelie, Taliya, Aaliyah

The International Explorer



Supporting Your Child's Learning

Reading records need to be signed at least 5 times in a week. Please ensure your child logs into their Mathletics, TTRS and spag.com accounts using their login details in their reading records. Activities are set every Friday. It is important that the children learn their spelling words from MS Teams weekly, as this will really help with their reading and writing. Please check the Spring 2 Home Learning assignment on MS Teams which is the project homework for this half term. Please remember to send in your child's reading record every day.

Year Four

Summer 2 2022

Science

In Science we will be learning about Electricity. The children will learn how to be safe with electricity, identify conductors, construct simple circuits and predict and test what happens when a circuit is open or closed. We will investigate the effects of changing circuit components and batteries.

Geography

In Geography we will be learning about environmental regions. We will identify and explain the environmental regions of Europe, Russia, North and South America. We will use our knowledge

PSHE

In PSHE lessons this half term, children will be learning relationship and health education. The topic will be growing and changing. Children will explore the human life cycle and identify some basic facts about puberty.

PE

Year 4 will have dance lessons on a **Monday**, and Swimming on a **Tuesday (4CW) Thursday (4V)**, and **Friday (4CH)**.

Dance

In dance this term we will be international dance explorers. We will select actions to create choreography and develop our work using directions.

Music

Year 4 will be learning about the instruments and traditions involved in the classical music of India. They will be using Indian Raga (scales) and drones to compose music based on the Alap & Gat structure that is commonly used in Indian Classical Music.

French

We'll focus on *Francophonie* (the French-speaking world). As usual, we'll speak as much as possible and develop our language learning strategies alongside our knowledge of French.



Art

During the next term all the children will be working with a variety of sculptural materials to create pieces of collaborative art focusing on body movements in Sport and Dance. The children will be learning about disabled artist and teacher Faith Bebbington and focusing on using recycled materials for sculpture.

DT

In DT lessons this half term we will be exploring the difference between freshly made food and mass-produced food. The unit will focus on common foods that are part of a healthy diet.

RE

In RE this half term we will be learning about the Buddhist faith. We will learn about their key beliefs, explore what makes us the Buddhist community and what happens at a Buddhist temple.

Computing

This term in computing we will explore the concept of repetition in programming using the program Scratch. We will look at the difference between count-controlled and infinite loops, and use their knowledge to modify and create a game which uses repetition, applying stages of programming design throughout.