

Year 4 Newsletter Spring 2018

Happy New Year!

We hope you enjoyed the Christmas break. We would like to take this opportunity to wish you all a Happy New Year!

This term the children will be busy investigating why people left their homeland to invade or settle in Britain and the impact that subsequent invasions and settlements had on British Society. They will look at invasion and settlement in both ancient and modern times. Children will also travel back to the time of the Romans, Anglo-Saxons and the Vikings.



NICER Curriculum Topics: 'Time Travellers'

The Romans and The Vikings

English - Adventure stories with historical settings, Non-Chronological Reports, newspapers and playscripts.

Maths - Measurements, fractions, decimals and proportions.

Science - Living things and their Habitats.

ICT - Basic skills in various programs and learn how to create a short movie.

History - Investigate Invasion and Settlement in different time periods.

Art - Sketching skills

D.T - Design and make historical artefacts.

PE - Hockey.

Geography - Develop map skills.

R.E. - Explore and discuss religious and moral stories.

Music - Sing with confidence, in tune and with awareness of pulse and rhythm.

P.E Kits

P.E kits are needed in school for lessons:

4PF—Wednesday and Friday

4MC—Wednesday and Friday



Helping at home

Although your child will be working hard in school, there will be things you can do to help them at home.

Reading - Please hear your child read, ideally at least fifteen minutes per day.

Homework—Encourage and support your child with their homework.

Other useful websites to help your child's learning are:

www.mymaths.co.uk

www.activelearnprimary.co.uk

Your child will bring home a copy of their username and passwords for these websites.

You can also follow the school on Twitter at:

@vicparkacademy



Dates for your diary

Viking Workshop

Freshwater Theatre Company
on 8. 3.2018

Holidays

Half Term Holiday –

Last day of half term 15.2.18

Easter Holiday—

Last day of term 29.3.18

