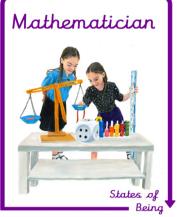
Term 3 in Year 4

Maths

In term 3, we will continue multiplication and division but will turn our at-

tention to 3 digit numbers and using formal operations. From there we will turn our attention to length, converting meters and kilometres and then measuring the sides of a



shape to work out perimeter.

English

In English this term, our key text is Energy Island which links to our new enquiry and follows the true story of an Island called Samso which became energy efficient. We will use the text to write short burst pieces of writing

which consolidate our non-negotiable skills and master using fronted adverbials for place, time and manner in fiction and see how they can be used in a non-fiction letter.



Geographer



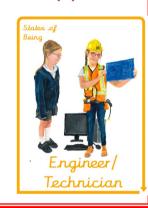
Enquiry

Our big question this term is 'How can we switch off?'

We will be working all term towards earning our Appren-

tice Electrician certificate by building circuits with

switches and learning what this does to the flow of electricity as well as about conductors and insulators. We will be geographers to learn about sources of energy and for our big challenge will build a wire loop game using a circuit!



PSHE

Our PSHE unit this term is called 'Goals and Dreams'. We will learn how to set new goals, talk about our hopes and dreams and overcome the feeling of disappointment to set new goals.

<u>RE</u>

In RE this term, we will be understanding Christianity further alongside other religions to answer the question, 'Why do people think of life as a journey?'

Spanish

In Spanish this term we will tell the story of Sleeping Beauty, describe characters and learn numbers to 100,.



Music

This term in music Year 4 will begin preparing for our play, 'Ye Ha!, practicing our songs!



Computing

This term in computing, we will turn our attention to programming, using a text-based programming language to explore count-controlled loops.

PE

PE days will be **Monday** and **Wednesday**.

On Monday, we will be doing gymnastics

Wednesday PE lesson will be archery!

