Curriculum Newsletter
Spring 1

Talk for Reading

In Talk for Reading, we will continue to read and analyse a range of fiction and non-fiction texts, developing our comprehension skills. We will then read the First World War poem 'In Flanders Field' and discuss how the vocabulary of a poem contributes to the symbolism of the piece.

How can I support at home?

Spend some time researching other war poems and discuss the tone and message they are trying to convey. Explore the emotions of the author through their choice of language.
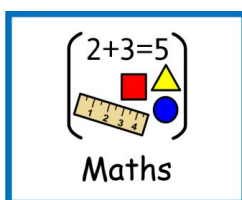
Talk for Writing

In Talk for Writing, we will start by exploring the grammatical and writing features of character descriptions and then write our own to describe a creature from Greek mythology. After this, we will learn the structure of a mythical warning tale and write our own similar to the example text about Icarus.

How can I support at home?

When reading, find character descriptions in books and discuss how they build an image of the character in our minds. Discuss the adjectives and phrases that could be used to describe well-known characters in other stories.

Maths

We will be starting our second unit of multiplication and division, this time focusing on formal written methods using 3 and 4-digit numbers. After this, we will continue our work on fractions where we will apply our understanding to solve real-life problems involving fractions of quantities and amounts.

How can I support at home?

When shopping, explore what the prices of items would be if they had a discount of ⅓, ¼ or ½.

Videos on how we teach the concepts being covered this half term are available here

History

In history, the children will consider the reasons why the Vikings raided and settled in Britain. They will investigate the view of the Vikings as raiders, ruthless in their ways of obtaining wealth. They will study primary sources of evidence, such as accounts by monks of the raid on Lindisfarne, as well as archaeological finds, to understand why this interpretation of the Vikings has become so popular.

Music

Our new music topic is 'Looping and Remixing'. The children will learn how to use the online tool 'Song Maker' from Chrome Music Lab. They will plot notes of the correct pitch and length to create a well-known tune, then fragment and reorder these. Finally, they will layer their fragments over a backing track to create their own original remix.

Science

In science, we will be learning about the properties and changes of materials. This will include grouping materials according to their properties as well as how to separate mixtures.
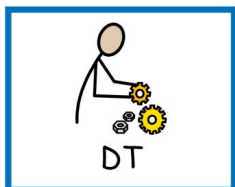
Religious Education

In RE, we will be considering the question *Why are some places in the world significant to believers?* We will look at the importance of places of height as well as specific locations that hold religious value.

PE

Next half term, we will be taking part in quick sticks (hockey) and dodgeball. We will be developing out hand eye coordination and will focus on using different types of passes in different situations.
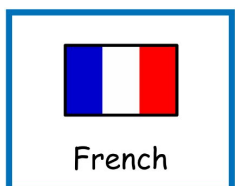
Design Technology

In DT, we will be learning about different bridge structures and how they are developed to hold weight. The children will then work in small groups to make their own wooden bridge using saws and glue guns for construction.

PHSE

In PSHE, we will continue learning about friendships and relationships. After this, we will start out new unit about health and wellbeing The children will learn to take greater responsibility for sleep, sun safety, healthy eating and managing feelings; setting goals and embracing failure; and understanding the importance of rest and relaxation.

French

In French, our new unit is 'En route pour l'école (on the way to school). We will start by learning the different letter sounds in the French alphabet before applying this to accurate pronunciation. The children will then learn how to give directions and explain a route to school using directions and times.

Computing

In computing, our new unit is coding. The children will explore the concept of selection in programming through the use of the Crumble programming environment. They will use count-controlled loops, conditions and 'if' and 'then' statements to control the output of the microcontroller.

Additional Information

Fore more year group information, please visit the class pages on our website.

https://www.portfieldsprimaryschool.org/children/class-pages