

Moles Class Spring Overview

Topic

Our topics for the Spring will be focussed on South American Geography. We will be looking at the difference between Human and Physical geography as well as looking at the 8 compass points.

Maths

Year 3 we will continue to look at place value, ordering numbers as well as number lines. As well as geometry where will be naming and describing 3D shapes.

Year 4 will be learning about addition and subtraction of 4-digit numbers using a whole range of mental methods and written methods.

Art and Design

We will be learning about prehistoric painting and looking at some of the cave art found in the Lascaux caves and trying to come up and design some of our very own cave art.

P.E

Our focus for P.E this term will be gym and dance.

Computing

In computing our unit will be looking at repetition in shape. Pupils will create programs by planning, modifying, and testing commands to create shapes and patterns. They will use Logo, a text-based programming language.

PSHE

In JIGSAW we will be looking at the unit of dreams and goals.

Religious Education

In R.E we will be focusing on what is the Holy Trinity and why is it so important tot Christians.

English

In English this term, our class book will be How to Train your Dragon. We will be learning about writing a set of instructions and using imperatives. We will learn how to punctuate speech correctly and describe a setting trying to use synonyms to expand our vocabulary.

Science

In science our first unit will be all about humans and digestion. We will look at the whole digestive system staring from the mouth and looking at our teeth and the job they have and why we need to look after them to the job of the stomach and the intestines.

French

Our two French units this term will be Friends and Family where we will learn how to talk about different members of our families.

Our Second unit will be food where we will learn how to say some of our favourite foods in French and how we might order them in a restaurant in France.