

In English we will:

- Read and learn about different narrative texts and write our own stories based around our novel 'The Water Horse' by Dick King-Smith.
- Read and learn about persuasive writing, relating to our topic. For example; persuading people to keep the ocean clean and safe.
- Continue to develop our reading skills through phonics, spelling and guided reading sessions.
- Learning and practising the skill of 'inference' and how we can use evidence to prove our answers.

To help your child you could....

- *Read children's stories together. Compare two stories and talk about how characters might feel and why.*
- *Talk about the purpose of persuasion and where you might see it in outside of school.*
- *Share and enjoy a wide variety of texts from different genres with your child.*



The Blue Abyss

Year 4 Curriculum Letter Spring Term 1
2018



Our work this half-term will be based on the theme of The Blue Abyss, exploring the world's oceans, water-cycle and living things.

In Science and geography we will be looking at:

- The physical and human geography of oceans, lakes and rivers.
- The key elements of the water cycle and making a model to demonstrate how it works.
- Grouping living things using a variety of methods, including Venn Diagrams and Carroll Diagrams.
- Creating classification keys.
- Looking at different animal food chains.

This term in Mathematics we will:

- Explore and learn about fractions, recognising equivalent fractions and how to simplify them.
- We will be looking at writing fractions in a variety of ways, including mixed numbers and improper fractions.
- Continuing to practise our times tables to support our work on fractions.
- Learn about decimals and how they compare to whole numbers.

To help your child you could...

- *Exploring how different objects could be divided into fractions.*
- *Practice multiplication tables with your child, reciting them, and mixing them up for a fun challenge.*
- *Looking at how fractions and decimals might be used outside of school.*