

Year 4 Forum – January 2019

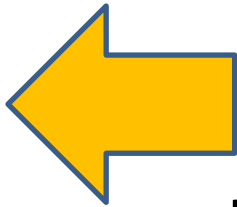


Maths

| Spring | Number- Multiplication and Division | Measurement - Area | Fractions | Decimals |
|--------|--|---|--|--|
| | X and ÷ | Area | Fractions | Decimals |
| | <ul style="list-style-type: none"> Recall facts up to 12 x 12 Recognise and use factor pairs Multiply two digit and three digit numbers by a one digit number using formal written layout. Solve problems involving multiplying and adding | <ul style="list-style-type: none"> Find the area of rectilinear shapes by counting squares | <ul style="list-style-type: none"> Recognise and show using diagrams, families of common equivalent fractions Recognise that hundredths arise when dividing an object by one hundred and dividing a tenths by ten. Solve problems involving harder fractions to calculate quantities Add and subtract fractions with the same denominator. | <p>Recognise and write decimal equivalents of any number of tenths or hundredths.</p> <p>Find the effect of dividing a one or two digit number by 10 or 100</p> <p>Solve simple measure and money problems involving fractions and decimals to two decimal places</p> <p>Convert between different units of measure.</p> |

Parts of a Fraction

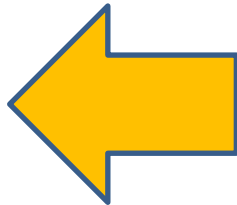
2



Numerator

How many parts you have.

5



Denominator

The number of parts the whole is divided into (total).

The denominator is downstairs!

Equivalent Fractions

- Some fractions may look different, but are really the same, for example:



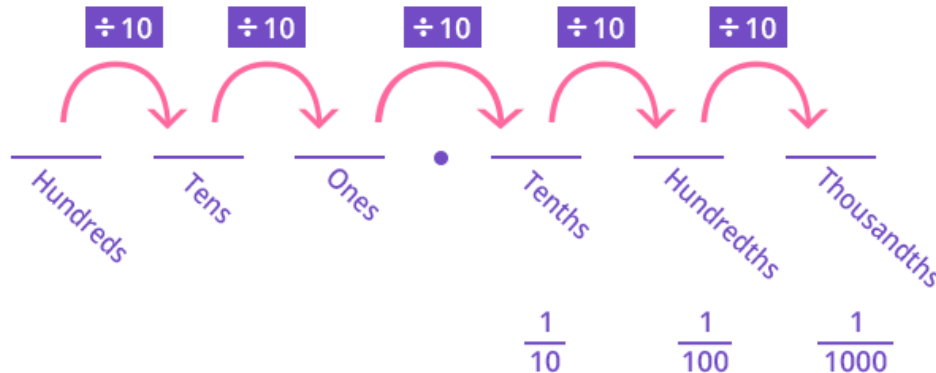
$$\begin{array}{ccccc} \bullet & \frac{4}{8} & = & \frac{2}{4} & = & \frac{1}{2} \\ & \text{(Four-Eighths)} & & \text{(Two-Quarters)} & & \text{(One-Half)} \end{array}$$

It is usually best to show an answer using the simplest fraction ($\frac{1}{2}$ in this case).

That is called ***Simplifying*** the Fraction.

- **What is a Decimal?**
- A decimal number consists of a dot called decimal point. The decimal point separates the whole number part and the fractional part in a decimal number. The value of a digit according to the place of the digit in a number is known as the place value of that digit.

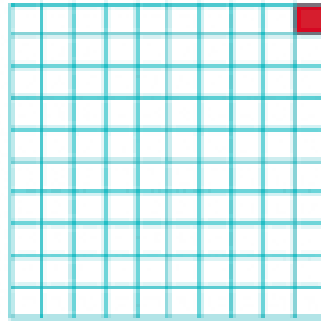
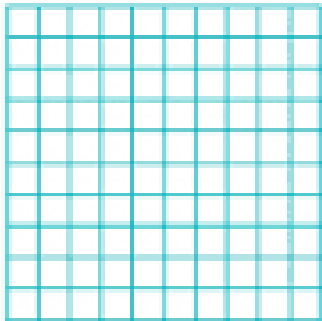
| Tens | Ones | | Tenths | Hundredths | Thousandths |
|------|------|---|--------|------------|-------------|
| 1 | 4 | . | 2 | 5 | 8 |



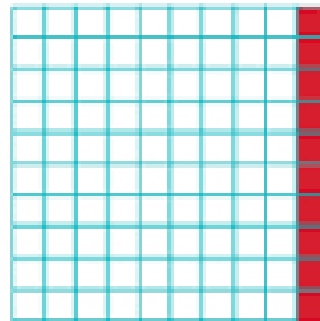
The decimal number system is based on the preceding powers of 10. As we move from the left to the right the place value of the digits gets divided by 10.

Decimals

Hundred chart



0.01



0.1

DEFINITION OF EQUIVALENT DECIMALS

equivalent decimals

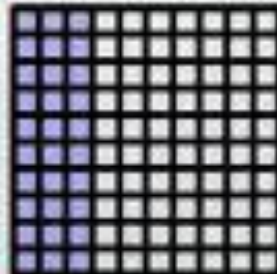
decimals that name the same value

0.3

three tenths

0.30

thirty hundredths



Literacy

Continuing with the Pie Corbett style of teaching literacy.

We will cover the following genres:

| Narrative: The Ridge | Non-fiction: The shirt machine Chronological report Explanation | Narrative: The Ride of Passage | Non-fiction: Spy fox |
|--|---|--|---|
| <ul style="list-style-type: none">• Choose appropriate language and description to describe a setting.• Use language to express emotion• Use figurative language to enhance writing• Use language to build tension and suspense.• Write a narrative. | <ul style="list-style-type: none">• Questions• Imperative verbs• Descriptive language to enhance explanation• Write a chronological report | <ul style="list-style-type: none">• Passage of time• Conjunctions, adverbial phrases, pronouns, possessive apostrophes• Include emotive language in writing, sentence openers• Write a narrative• Edit work. | <ul style="list-style-type: none">• Sequence events on a report• Record witness responses• Generate a range of catchy headlines• Write a pun• Learn to write a newspaper report |

Figurative language

There are many different forms of figurative language; in Key Stage 2 English your child is likely to be introduced to the following:

Simile

A simile is a comparison phrase which finds similar characteristics in two objects and compares them, always by using the words 'like' or 'as'. For example:

The pond was like a shiny, round coin.

He ran as fast as a high-speed train.

Metaphor

A metaphor is a comparison which is not literally true. It suggests what something is like by comparing it with something else with similar characteristics. It is like a simile, but instead of using 'like' or 'as' it compares by suggesting that something is something else. For example:

He was putty in her hands. (Meaning: he could be easily manipulated by her.)

You are the light of my life. (Meaning: you give me hope and happiness.)

Personification

Personification is a type of figurative language which gives an object human characteristics (emotions, sensations, speech, physical movements). For example:

The branches of the tree danced in the wind.

She was swallowed by the waves in an instant.

The warm sun smiled down on us.

Onomatopoeia

This is when a word makes the sound of the thing it describes (for example: boom, honk, pop, crack, cuckoo, crack, splat, tweet, zoom, sizzle, whizz, buzz, hiss, rip).

Hyperbole

This is when exaggeration is used for effect. For example:

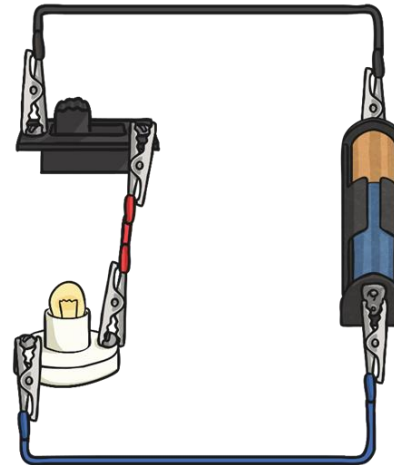
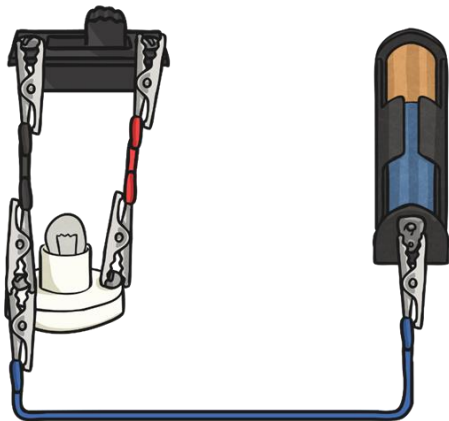
I had to read a book that was about a million pages long.

The children were so excited they were bouncing off the walls.

Science

Electricity

- Children will learn about what electricity is and how it was discovered.
- They will identify which appliances use electricity in their homes and how to keep themselves safe.
- Children will construct circuits, start to create pictorial circuits and conduct an investigation into how easily different types of switches can break and reconnect a circuit.



History – The Vikings

Where did Vikings
come from?

Why did they
invade?

Map work – the
journeys of invasion

Religion and rituals

The Lindisfarne
Gospels

Chronology –
ordering events

Learning significant
dates



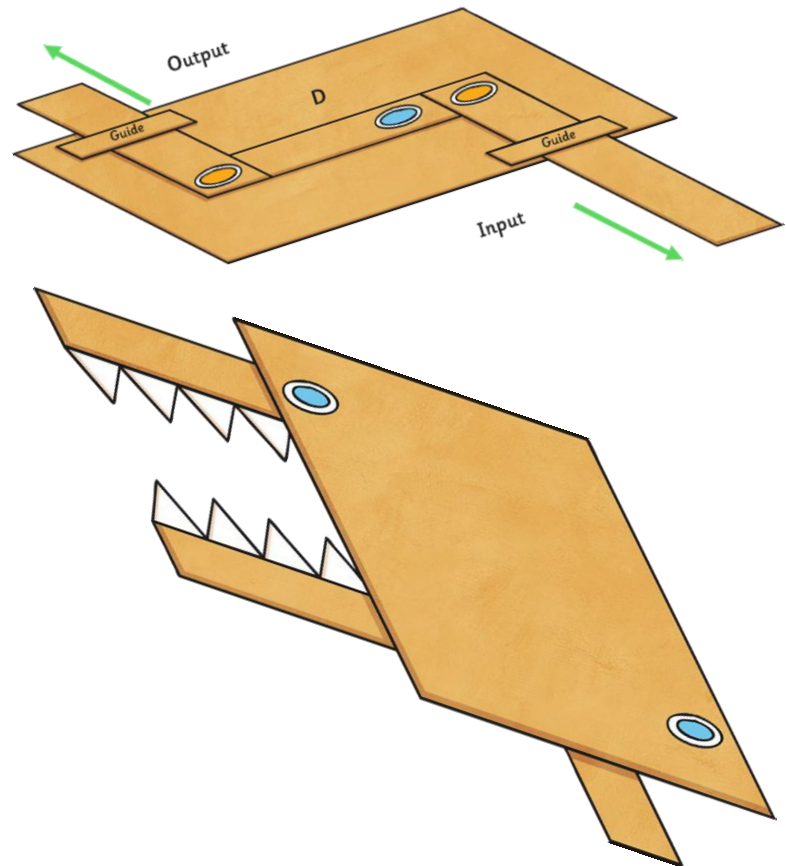
PE

- Ball Skills
 - Basketball
- Apparatus
 - Balance
 - Counter balance
 - Group balance
- Tag Rugby with Mr Hall
 - Ball control and handling
 - Defending and attacking
 - Gain a knowledge and understanding of game situations.



Design and Technology

- To investigate mechanical systems
- To make a mechanical system with levers and linkages
- To select the correct tools and equipment to use.
- To design an innovative product.
- To can make a mechanical poster.
- To evaluate the product.



Philosophy

What is a philosophical question?

One to which there is no answer

Big topics

Big ideas

Big concepts

- 1. Listen to each other
 - 2. Agree or disagree
 - 3. Because...
 - 4. Form an opinion through reason and by listening to the point of view of others
 - 5. Can always change your mind
-
- Dialogue, cognitive conflict, reflection



Homework

Reading

Learning Logs

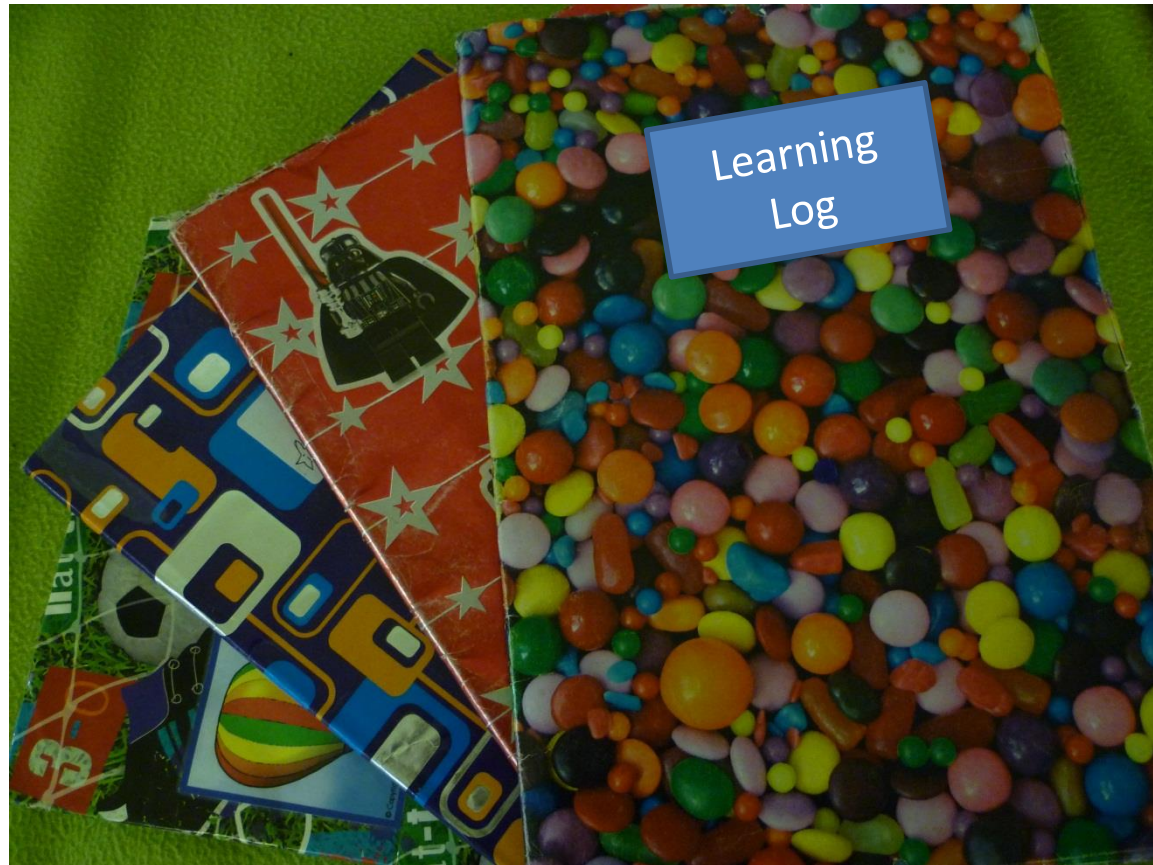
Spellings

CLIC maths

Reading

Maths Mat

Times Tables Rock Stars



Achievements

- **Artsaward (Discover level)**
 - Last term the Year 4 children got the opportunity to do an animation workshop with Rob Webb. Working with Berwick Film Festival they completed an Artaward. They had to fill in a booklet about the arts and what arts they had done and presented.
 - All the children passed and the certificates have just arrived on my desk today!

- **The Royal Opera House**

- We were delighted to win the Regional Final for our dance; Transformed by Magic.
- As a result of winning the children will receive a dance workshop from a Royal Opera House dance practitioner. The date is still to be confirmed!

- **GOLF**

- Our golf team won the North Northumberland Finals and will now take part in the school games to compete of the Northumberland Title

WELL DONE and CONGRATULATIONS Y4!

Ford Castle Residential

Update:

- We are going to use the money raised at our Tesco Carol singing to pay for transport for the residential. We are hoping that we have enough to cover this cost!
- I will organise a parents meeting nearer the time to discuss the finer details, including what to bring etc.
- I have visited Ford Castle and the staff and facilities are excellent.
- All the boys will be in one room with a teacher room next door.
- This is the same for the girls.
- There will be 4 members of our staff going.

