



# Year 4 Learning Leaflet: Summer 2



## Topic

In *Geography*, the children will learn about the major seas and oceans as well as explore the terribly important environmental issues that are facing them.

In *Art*, we hope to do work inspired by the sculptor Anthony Gormley and the artist J Vincent Scarpace.

The children will also be learning how submarines work and building some wonderfully crafted versions of their own.

## Maths

Maths will build on the fractions work we explored last half term as we will be entering the world of decimals.

Before that, we will be learning about 3D shapes and their properties.

## RE & French

Our *RE* question is 'Do people need to go to Church to show they are Christians?'. In *French*, the children will learn eagerly 'habitats'.

## Computing

In *Computing*, we will learn some further coding skills, primarily using Scratch.

## Blue Abyss

Grab your wetsuit as we're excitedly heading deep into an underwater world of incredible coral and mysterious sea creatures!

Amazingly, our topic for this half term will focus on all things ocean based. Our world is covered by unexplored waters where much is still to be discovered...

## Dates for the diary

Friday 1st July—Summer Fayre

Tuesday 5th July—Transition Day

Wednesday 13th July—Sports Day

## English & Reading

To link to our topic, the main fiction text will be *'The Mousehole Cat'* by Antonia Barber and Nicola Bayley. The children will further develop their understanding of inference and author intent. Our non-fiction work will be persuasive letter writing, using some incredibly clever techniques.

Coincidentally, our *Guided Reading* will also be topic linked as we will enjoy the beautifully titled *Oliver and the Seawigs*.

## Science

We continue to look at the classification of living things and their habitats.

We will also look at the human body and its changes as we grow up and then grow older.

Can you count how many adverbs or adverbials are in this leaflet? All children who can tell their Teacher the right answer get a move up the ladder!