

English:

Instructions

- *Explore the structural and grammatical features of instructions.
- *Make use of imperative verbs, temporal conjunctions and prepositions to plan, draft and write instructions.

Narrative: Settings

- *Read and explore different setting descriptions.
- *Write a section of a narrative (or several narratives) focusing on setting.
- *Use expanded noun phrases, adjectives/verbs/adverbs to create shades of meaning.

RE:

Incarnation

Make links between some of the texts and teachings about God in the Bible and what people believe about God in the world today.

PSHE:

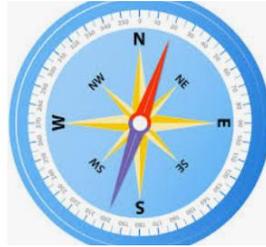
Myself and my relationships.

We will think about our emotions.

- What does the word 'unique' mean and what do we feel proud of about ourselves?
- How can we communicate our emotions?
- Can we recognise some simple ways to manage difficult emotions?
- How do our actions and feelings affect the way we and others feel?
- Who can we talk to about the way we feel?

PE: On Tuesdays, Kandinsky will be creating patterns and pathways in gymnastics.

Where in the World is Abbots Ripton?



Kandinsky Class (Y3/4)
Autumn B: 2020-21

Topic: Our topic this term is, 'Where in the world is Abbots Ripton?'

- *Locate Abbots Ripton on a map.
- *Use the eight points of a compass.
- *Use grid references to find features on a map.
- *Study how symbols and keys are used on maps.
- *Read Ordnance Survey maps.

Maths:

Number: Addition and Subtraction

- *Use efficient strategies to add and subtract values with more than four digits. This will include exchanging.
- *Explore the relationship between addition and subtraction, using inverse operations to check calculations.
- *Solve multi-step addition and subtraction problems, including word problems.

Number: Multiplication and Division

- *Develop a secure understanding of times tables and their structure.
- *Understand multiplication and multiplication as equal groups.
- *Use the relationship between multiplication and division to solve problems.

Art:

*Study the artist John Constable. Draw and paint local scenes in the style of an artist.

Design Technology:

*Evaluate different kinds of bread. Design, make and evaluate a healthy sandwich.

Computing:

We will be using Scratch to write and debug a sequence of code. We will create a car puzzle game using Scratch.

Science: Kandinsky scientists will be learning about Sound. We will describe how sound is made and explain how sound travels from a source to our ears. We will explore the correlation between the volume of a sound and the strength of the vibrations that produced it. We will investigate and describe what happens to a sound as it travels away from its source.