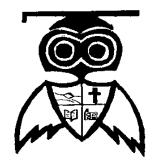
How you can help your child:

- Please make sure that reading is carried out using reading plus. The children will need to read as well as carry out vocabulary and reading skills challenges.
- Practice all the times tables up to 12x. This doesn't need to be sitting down and writing them out, but play games, take it in turns when counting in a multiple, or ask questions at random moments and see how fast they can answer.
- Ensure that your child has the relevant PE/games kits in school. Kit should be in school at all times. Trainers (not pumps if possible) and warm clothing are required for outdoor sessions in the autumn term.
- Once instruments are provided for the music session, please make sure that your child brings in his/her clarinet every Friday.
- If you have any concerns or worries, please feel free to talk to me.

St Luke's Primary School Curriculum Information (<u>Harriers</u> - Autumn Term 2020)

Homes, Houses and Habitats



Information about our theme

This term we will be looking at the Ancient Romans and how they have shaped the way that we live today. Through this topic, we will be looking at ourselves and different animals, seeing how our bodies differ. We will be exploring different cities, countries and continents. We will be building a replica Roman soldier to stand guard in the classroom, as well as making our own Roman shields to help us better understand the colours, symbols and organisation of the Romans.

Art/Design Technology/Music

We will be:

- experimenting with tones and shades using pencil
- improving our pencil control, focusing on weight on pencil lines
- designing and painting an Egyptian sarcophagus
- looking at examples of Egyptian pottery and statues.
- designing, creating and making our own satchels for our Egyptian adventures.
- learning how to play string instruments

four-digit numbers

Maths

We will be learning to:

- learning to recognise the place value of digits in
- ordering and comparing numbers beyond 1000
- learning how to add and subtract in columns, if appropriate
- learning multiplication and division facts
- developing formal written methods for multiplication
- learning to tell the time to the nearest minute

English

We will be learning to:

- listen and respond appropriately to adults and their peers
- listening to and discussing a wide range of texts, expressing opinions.
- reading texts that are structured in different ways and reading for a range of purposes
- writing in a wide range of contexts stories about Roman myths, factual reports about different events and descriptive pieces working on language skills.
- Organising writing through the use of paragraphs on a theme.
- Build on and improve our own work, using and giving advice from peers.

Physical Development

We will be:

- Learning, practicing and using the skills required in invasion games.
- Acknowledging the need to support and encourage team members.

Science

We will be:

- Developing our scientific enquiry skills.
- Looking at physical features of animals and humans.
- Learning about the different types of teeth and their function.
- Learning about the digestive system from start to finish.

Knowledge and Understanding of the World R.E/PHSE

We will be learning about character education and how to develop positive virtues. We will be working on building our class as a team, looking at the positive attributes each person brings to the class.

Geography/History

We will be:

- Using maps, atlases and globes to find and identify countries, cities and counties.
- Learning to observe, measure and record information outdoors.
- Learning about Roman life, beliefs and architecture.
- Looking at Roman gods.
- Using our geographical and historical enquiry techniques to complete a study looking at Glossop compared with well-known cities abroad.
- Taking part in 'European day of Languages'.

Computing

We will be:

- Creating and evaluating our own webpages.
- Using the internet for research and continue to learn about internet safety.
- Use a variety of media to present our historical findings.







