Cherry Platts: Curriculum Information Letter

Teachers: Mrs S Blackburn

LSA: Mrs Liza Hance and Mrs Susannah Howard

P.E. Lesson: Thursday GAMES LESSON: Wednesday

Homework: given: Friday return: Thursday Spelling test: Wednesday

Reading: Please read with your child at least 5 times per week. Once you have heard

your child read please add a comment, date and sign.

Spring Curriculum

Topic: Crime and Punishment. As well as English and maths, most of your child's lessons will feed into this topic. We will be considering the following questions as a basis of our learning: What crimes were committed and why? What punishments were given and why? How has crime and punishment changed over time?

Times Tables	Continue to practise times tables up to 12 X 12.
English	We will begin by creating a biography of William Shakespeare, leading onto our study of the playscript Macbeth. After this, we will study the narrative poem The Highwayman enabling the children to focus on descriptive and emotive language. We will also complete work based on a film narrative The Piano.
Mathematics	The focus this term will be on further developing and securing your child's understanding of multiplication and division, fractions and decimals and percentages.
Science	Properties and Changes of Materials: children will learn to compare and group materials based on their properties, investigate materials that dissolve in liquids, investigate how to separate materials and reversible and irreversible changes.
Computing	Espresso Coding- children will learn how computers can generate random numbers and how they can be used in simulations. Children will continue to use the internet for research. Microsoft Office programmes will be used to produce work including creating databases related to Crime and Punishment.
History	Crime and Punishment: an enquiry based approach will be taken focusing on what crimes were committed and why as well as what punishments were given and why? A range of time periods will be explored including the Romans, Anglo-Saxons, Vikings, Medieval and Tudor periods, Early Modern Period, Victorians and today's world.
Religious Education	To explore if the community of the Mosque helps Muslims lead better lives. To explore if the death of Jesus was a worthwhile sacrifice.
P.E. / Games	Real PE. This term we will be focusing on the social skills associated with participating in sport as well as applying their physical skills in game situations. Games with James: taught by an external PE teacher.
Art / Design and Technology	Linking to our topic this term, the children will be focusing on the artist Banksy and street art. They will also create art work using fingerprints and sketch portraits.
Music	Utilising the Music Express programme, children will continue to explore a range of music types and incorporate instruments into performance.
Personal, Social and Health Education	The first half of term, the focus will be on health and wellbeing including growing and change. The second half of term will focus keeping safe including physically and online. The children will also be participating in a project called Go Givers. The aim of this project is to develop caring and concerned citizens with the skills and confidence to make a positive difference to their communities.
French	The children will continue to develop their communication skills and extend their range of vocabulary focusing on the theme of music. They will also have the opportunity to read and write short texts.

Possible family visits/ activities which would enrich your child's learning:

- Visit The Clink Prison, London.
- Visit The Tower of London.
- If assisting with cooking, discuss fractions while cutting up foods into parts.

Practical ways to support your child's learning:

- Frequent practice of times tables.
- Visit the library regularly. Encourage your child to read a range of fiction and non-fiction books.
 Discuss the books your child has read.
 - Help with weekly spellings.
- Encourage joined up handwriting.
- Your child will also benefit from experience of handling money and telling the time.

