



Religious Education:

- Giving and Receiving
- Self-Discipline



**RSHE – Emotional Well-Being** Helps children to understand the difference between feelings and actions, how to manage them and what they can do to help themselves stay emotionally healthy. In this Unit, media is discussed as a 'fake reality' and God's love for us is presented as a better basis for our self-confidence. Finally, children will identify unacceptable behaviours and learn to build resilience against negative feelings by practising thankfulness.



Science: Electricity

We will be looking at what electricity is and how it travels around a circuit. We will be designing our own circuits using a switch. We will also be looking at insulators and conductors are.

Geography: Settlements.

We are looking at what settlements are, how the settlement of Grantham has changed over the years and why people have settled here. We will be comparing Grantham to Ancaster, as a Roman town. We will be using grid references on a map and making our own maps.



Maths: Fractions and Decimals

We will be counting beyond 1, partitioning mixed numbers, placing fractions on number lines, converting improper fractions to mixed numbers and vice versa and adding and subtraction fractions. We will be looking at tenths and hundredths as decimals. We will also be looking at times tables ready for our times tables test in June.



PE:

- Monday: Swimming



Key Dates:

- 19<sup>th</sup> March – Year 4 leading Lenten Celebration of the word – 2.45pm Y4 parents/carers welcome
- 28<sup>th</sup> March – Roots to Food
- 4<sup>th</sup> April – Living Stations of the Cross – 2pm All Welcome

Music: Stack Attack!

We will understand the musical feature of Layering and how it is used to create music.



Computing: Creating Media: Photo Editing

Learners will develop their understanding of how digital images can be changed and edited, and how they can then be resaved and reused. They will consider the impact that editing images can have, and evaluate the effectiveness of their choices.

