

Maths

We will be continue with multiplication and division methods.

Before moving on to length and perimeter.

Finishing the half term with some fraction work.

Swift

Incredible Inventors



English

We will be looking at the book 'The Iron Man' by Ted Hughes.

Writing dilemmas in stories and writing instructions.

Discovery

Our topic is all about inventors, we will look at some of the most significant inventions in history, as well as the inventors behind them.

Science

We will be looking at sound, including how sounds travel, pitch and investigate ways to absorb sound.

Computing

We will use the 3D printer to create our own inventions and develop our word processing skills too.

RE

We are going to compare and contrast different religions.

Art / D&T

We will be creating some art pieces using different techniques based on musical instruments.

Music

We will be reading basic musical notation and how to use and play a recorder.

PSHE

We will start to look at what happens to our bodies as we grow.

Maths

1. Collect data about the different electrical equipment in your house (TV, DVD player, kettle, fridge etc.) Do this for each room. Create a bar chart showing how many pieces of equipment are in each room.
2. Throw two dice and write down the total. Throw the two dice again and write down the total. Now multiply the two total numbers together. Repeat this until you have completed at least 12 multiplications.
3. Try this activity on <https://nrich.maths.org/10350>

Homework

Incredible Inventors



English

1. Imagine all electricity in the world was suddenly switched off with no idea of when or if it would be turned back on. How might you cook, keep warm and have light in the evenings?
2. Choose an invention and find out when it was invented, what it does, how it works and how it helps people.
3. Write a set of instructions on how to make something. Remember to use imperative (bossy) verbs.

Topic

1. Find out about an inventor and research what he/she invented, how it worked and how it helps people.
2. Investigate how far you can hear a sound. Can you hear it through different materials?
3. Design and label a new invention e.g. a machine to wash a cat, something to do your homework while you watch tv, a machine to put your socks on or something more creative.
4. Find out how an electrical item has changed over time e.g. how was a tv or mobile phone different 10, 20, 50 years.