

## Welcome to Spring 2

### MATHS

We will be continuing to develop our knowledge of number and continue our work on fractions, decimals and percentages.

Encourage your child at home by supporting them with their weekly skills, particularly the questions surrounding our current learning.



### ENGLISH

We will continue to develop our confidence with including a variety of sentence structures within our writing (fronted adverbials, subordinate clauses and relative clauses). This term we'll focus on a discussion text and a narrative.

In reading, we'll continue using our reading strategies by inferring, summarising and identifying key vocabulary within a text.



### SCIENCE

We're going to explore plant and animal life cycles. This includes learning and exploring plants and different types of reproduction.

We'll also learn about animal reproduction, mammal gestation periods, amphibian life cycle changes and compare this with insects.



### GEOGRAPHY

We will look at natural resources and economic activity this term. This includes learning about what natural resources are and where they are in the world, where our food and clothes come from and how this links to jobs.



### PE

Our PE days are **Tuesday** and **Thursday**.  
Tuesday – Indoor – Dance  
Thursday – Swimming (5TL)  
Thursday – Outdoor – Orienteering (5ES)



### CURRICULUM

**RE** - we will be focusing on morals and how religious beliefs can impact these.

**PSHE** – we'll be looking at democracy, debates and campaigns and how activists have helped develop society

**Computing** - we will be learning about coding; we learn that commands have an outcome and how to sequence commands in a particular order to form an algorithm.

**Art** – we will look at sculptures and will work towards creating our own clay sculpture.



### KEY DATES

**3<sup>rd</sup> and 5<sup>th</sup> March:** Parents Evening

**27<sup>th</sup> March:** Family event (after school)

**31<sup>st</sup> March – 4<sup>th</sup> April:** Walk to School Week

**4<sup>th</sup> April:** Colour dash