

Otter and Badger Newsletter Term 1- Adapt, Survive and Thrive

Theme

This term, our theme is Adapt, Survive and Thrive! During the topic, children will explore how animals and people have inhabited all parts of the world and how they have found ways to adapt and thrive in different habitats. The theme will cover geography, interpreting maps and learning about how we use the Earth's resources. We will use the Michael Morpurgo novel *Kensuke's Kingdom* as a starting point for some of our literacy work. Children will be given homework which is explained on the back of this sheet. Children will also have weekly spellings sent home, usually based around one particular spelling pattern. There will be a weekly spelling test based on these spellings.



Maths

Our theme for Maths this term will be Place Value. This concept links in with the Maths we will be doing for the rest of the year, helping them to build a good understanding of the value of each digit in a number, allowing them to compare and order numbers up to 1,000,000. They will be encouraged to develop their estimation skills and will practise rounding a number to the nearest 100, 1000, 10,000 etc. To help the children at home with this topic, practical Maths involving working out change and totals when shopping (dealing with decimals), would be a fantastic way of applying their knowledge. Challenging children to quickly multiply a given number (including decimals), by 10, 100, 1000, 10,000 would also be helpful.

PE days: Monday and Thursday. Ensure your child is wearing the correct, weather appropriate kit: navy blue hoodie/sweatshirt, plain white T shirt or in your child's house colour, plain navy blue tracksuit bottoms, plain navy blue or black shorts, plain trainers.

The classes will be taught by Mrs Duncan on Monday afternoons- part of that afternoon will be led by our sports coach. We have Mrs Ticktum and Mrs Duncan supporting our classes in some lessons during the week (Otter class will also be supported by Mrs McCormick and Badger class by Mrs Burnard). We look forward to spending what we're sure will be a fantastic year with your children of building their confidence and independence. We will remind children of their own responsibilities and roles within the school community and will support them in making the right choices when it comes to behaviour and attitude to learning. Thank you in advance for all your help and support this year.

-Mr Harding and Mrs Taylor

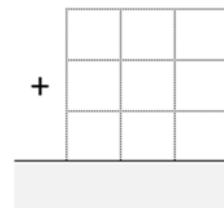
Homework

Each week in Key Stage 2, the children's homework will alternate between English and maths this will be given out on a Friday and should be handed in on or before the following Friday. On at least one occasion, the homework will be related to your child's science learning in class. In addition to this, there will be an ongoing creative project for children to complete, due on the last Monday of term, some of which will be chosen to be shared in our whole school assembly. The first homework will be handed out next week. In the mean time, here are some ideas for maths games that could be used to practise some of the maths we are learning in class:



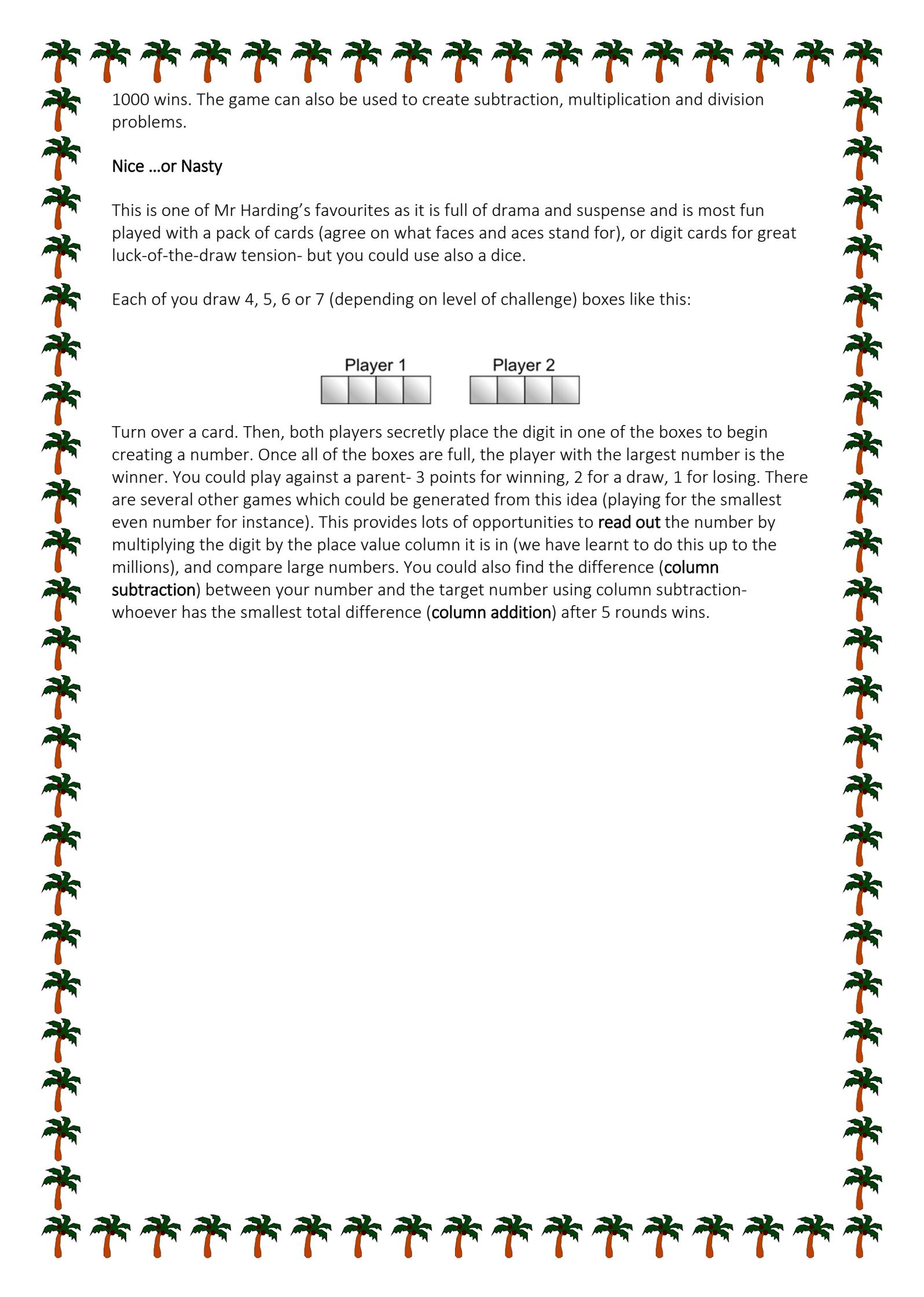
Dicey Operations

Find a partner and a 1-6 dice, or preferably a 0-9 dice if you have one. Each of you draw an addition grid like this:



Take turns to throw the dice and decide which of your cells to fill. This can be done in two ways: either fill in each cell as you throw the dice, or collect all your numbers and then decide where to place them.

Throw the dice nine times each until all the cells are full. Whoever has the sum closest to



1000 wins. The game can also be used to create subtraction, multiplication and division problems.

Nice ...or Nasty

This is one of Mr Harding's favourites as it is full of drama and suspense and is most fun played with a pack of cards (agree on what faces and aces stand for), or digit cards for great luck-of-the-draw tension- but you could use also a dice.

Each of you draw 4, 5, 6 or 7 (depending on level of challenge) boxes like this:



Turn over a card. Then, both players secretly place the digit in one of the boxes to begin creating a number. Once all of the boxes are full, the player with the largest number is the winner. You could play against a parent- 3 points for winning, 2 for a draw, 1 for losing. There are several other games which could be generated from this idea (playing for the smallest even number for instance). This provides lots of opportunities to **read out** the number by multiplying the digit by the place value column it is in (we have learnt to do this up to the millions), and compare large numbers. You could also find the difference (**column subtraction**) between your number and the target number using column subtraction- whoever has the smallest total difference (**column addition**) after 5 rounds wins.