



# Year Four News

A newsletter for Sea Otter and Seahorse Parents

Autumn Term 2021

This term we will be studying Ancient Egypt. We'll be creating factfiles about the children's favourite Gods and Goddesses, learning how to make a mummy, designing our own papyrus paper and using gold and silver paints to design abstract Egyptian artwork.

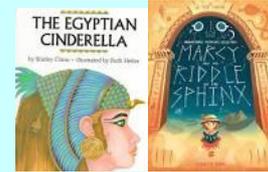
## Storyteller Visit

Jamie Crawford visited to tell the ancient Egyptian myth of Osiris and Isis.



PE kits are needed in school on Tuesday and Thursday. Children may bring in jogging bottoms for outdoor PE. Please ensure that all kit is in school ready for each lesson and that all items are labelled clearly.

## We are reading



We are reading two new books in Guided Reading, which link with our Egyptians learning.

## Times Tables

**Please help your child with learning their times tables up to 12 x 12. Remember that they also need to understand how we relate the multiplication facts to the division facts:-**

$$3 \times 6 = 18$$

$$\text{so } 18 \div 6 = 3 \text{ and}$$

$$18 \div 3 = 6$$

For information on what we will be learning this term, please see the curriculum pages of our website. <http://www.stnicolasmary.w-sussex.sch.uk/site/data/files/curriculum/12E735F4C7F4E8992F042136BC9D8733.pdf>

## Homework

This term, homework will be set on Friday for the following week. This will include spellings, Sumdog and on some weeks an additional task. Let us know if you need a sheet printed out.

## Home reading.

**Please encourage your child to bring home a book and to read every night.**

Children in Y4 are often able to read independently but they still benefit from some time reading with an adult. Adults can question children to help them gain a deeper understanding of the book.

## End of the day and Making Appointments

Please make yourself visible to your child's class teacher at home time, in case there is a message to pass on. We are always happy to talk to parents about any concerns they have. Please feel free to catch us after school.

