



PARK JUNIOR SCHOOL

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Dear Parents/Carers,

Welcome to Year 4!

We are delighted to welcome you and your child to Year 4. We hope that your child will enjoy building upon the skills and progress achieved thus far in the junior school. During Year 4, we will endeavour to equip your child with a range of learning experiences and skills in preparation for Upper Key Stage 2.

Our expectations for successful learning for your child are:

- Always demonstrate 100% engagement in lessons.
- **Reading** - We recommend that you listen to your child read ideally every day but a minimum of 3 days a week.
- **Spelling** - Children are given age appropriate spellings to learn each Wednesday, ready for a test the following week.
- **Homework** - Just like last year, a homework scheme for English and Maths will be provided. Pages will be set on Wednesdays and expected in on Mondays. A marking scheme is present within the book for you to assess your child's learning. Alongside this, please continue practice of times tables and number bond fluency games (see attached).
- **PE** - White t-shirt and black shorts. Trainers or daps must be worn NOT school shoes, all named and in a bag. PE kit should be left in school and only taken home for the holidays. PE days will be: Tuesday and Thursday.
No jewellery is permitted during sports activities for health and safety reasons and must be removed by your child or covered in with tape provided by yourself. Long hair must be tied back.
- **Art** - In order to protect your child's uniform from paint, glue, clay etc. could you please ensure that they have a named painting apron/old shirt/big t-shirt, so that they can join in with fun 'messy' activities.

We look forward to seeing you at our year group meet and greet on Tuesday 12 September (see attached) and to a fantastic and exciting year ahead. Please come and see us if you have any concerns. Thank you in anticipation of your continuing support.

Yours sincerely

Miss J Wyatt
Miss I Szescilo
Y4 Teachers

Year Group Meeting

YEAR 4 Tuesday 12 September 2017 at 3.20pm

You are invited to a short presentation by your child's year group teachers to inform you about expectations for the year.

Please complete the slip below and return it to school

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Childs Name _____ Class _____

I will/will not be able to attend the above meeting.

Signed _____ Date _____

Maths Games

To support times tables and number bonds quick recall.
Order tables to learnt: 2,10, 5, 4, 8, 3, 6, 12, 9, 11, 7

Charlie

5x six sided dice

Winner is person with highest score

Throw all dice + add all numbers together (if you throw a 1 or 2 remove dice) on your next go throw the 3 remaining dice. Add score to previous.

When a player has lost all their 5 dice compare scores and decide on the winner.

Chandelier

Pack of cards

Decide if your game will be to practice adding or multiplying.

Arrange 10 cards each in the shape of a chandelier.

Both turn over a card at the same time.

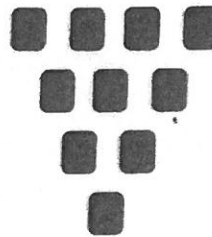
Call out answer as soon as possible.

Winner of round is first to call correct answer.

Fill gaps with new cards from deck

When all cards used compare scores.

Highest score wins.



Double or Half

2x 10 sided dice.

Roll dice. Eg 2 & 7 ... decide if you will make 27 or 72 ... then double or half the number

Take turns, keep adding your score to get as close as possible to 100 without going over.

Winner is person who gets closest.

Hit 10 (or 20)

White board and dice.

Roll the dice and either add or subtract the numbers until you land exactly on 10 (or 20 or agreed target)

Snap

2 dice

Decide if you are going to practice addition or subtraction.

Roll the dice.

Call out the answer to the calculation. Next person rolls the dice and carries out the calculation. If the answer is the same call 'snap!'

Ladder

2x dice

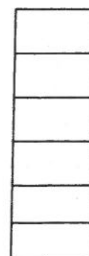
Roll and multiply the numbers together

Place on rung of ladder

Position carefully so most rungs can be filled.

Estimate likelihood of other numbers to appear and hence decide which rung to place your number on so all numbers on the ladder are in order.

If you can't go due to rungs full other person wins.



Tug of War