



Brampton Ellis Church of England Aided Primary School

NOTICEBOARD

PE Next week is on **Monday** and **Friday**.

Ask your Child:

1. What is a common factor?
What are the common factors of 12 and 15?
2. Why are non-chronological reports written in the present tense and in third person?
3. What is friction and when is it a useful thing?
4. Name 3 reasons why people may want to visit Sheffield?
5. What is pointalism in art?

CLASS TEACHER

Mrs Davies

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Kestrel

Writing

This week in Literacy, we have looked at the features of non-chronological reports. We then learnt how to use dictionaries to define words in context and moved on to organising information using sub-headings and paragraphs. Our last lesson required the children to use precise vocabulary in their descriptions. These skills will help the children next week when writing their own reports.

Reading

In reading this week, we read an extract from a story called Skellig by David Almond. We discussed vocabulary and phrases such as: the face's silvery bloom, endless din, breath was shallow and stumbled. We then answered literal retrieval questions and inference and deduction questions later in the week.

Maths

In Maths, we learnt how to find common factors by using a Venn Diagram. We then learnt how to use our knowledge of factors and arrays to identify prime and square numbers.

PSHE

In PSHE this week we learnt about different types of anti-social behavior and its impact on the community and local environment. We also continued to learn about 'Zones of Regulation.' We learnt how it is ok to feel all these emotions and how we need to look at someone's facial expressions to help us identify what zone they are in.

Science

In science we learnt about friction. We learnt how this is a force between two surfaces that are rubbing together. We then devised experiments to find which surfaces have the most friction and discussed where this would be useful in the real world.

Art

In art this half-term we are learning to use different techniques with paint. This week we practised using pointalism to create a picture or pattern of our own design.

ICT

In ICT we were introduced to a new piece of software called Kodu. Kodu allows creators to build the world's terrain, populate it with characters and props, and then program their behaviors and games rules.