

Welcome to Puffin Class

YEAR 4



Puffin Class Staff:

Teachers:

- ▶ Mrs Kavanagh- Monday to Thursday morning.
- ▶ Mrs Ruffhead Thursday afternoon and Friday.

TAs:

- ▶ Mrs Dave – Tuesday to Friday
- ▶ Mrs Hayers – Monday and Friday

- ▶ Music Teacher – Miss Roberts
- ▶ Forest School Teacher – Mr Mud
- ▶ PE specialist teacher

School Day:



- ▶ Arrive for 8:40am. Children have 10 minutes to put lunch/ bag/ reading books away/ complete morning work etc
- ▶ Register closes at 8:50am

The gate will open just before 08:40am and close just before 08:50am. Late arrivals after 08:50am will need to be signed in at the school office. Unauthorised lateness will be recorded from 09:00am, with authorised lateness accepted between 08:50am-09:00am with a clear reason.

- ▶ Lesson 1 begins at 8:50am
- ▶ End of day 3:15am, gates close at 3:25am due to clubs starting.
- ▶ If you are running late (after 3:25am) please go to the front office.
- ▶ If someone different is collecting your child, please inform the office and a password must be given.

Uniform and equipment:



Girls FS –Year 5	Boys FS- Year 5
 Dark Grey skirt, pinafore or trousers	 Dark Grey trousers or tailored shorts
 White polo shirt	 White polo shirt
 Navy jumper or cardigan with School Logo	 Navy blue jumper with School logo
 Grey or white socks; or grey tights (not trainersocks)	 Grey socks (not trainer socks)
 Black school shoes (low heeled)	 Black leather school shoes
 Navy and White check cotton dress for summerwear	

- ▶ Water bottles, school bag/ book bag (needs to fit in locker), coat, lunchbox (all named)
- ▶ Healthy snack (fruit, vegetables, bread sticks etc.)

PE and Swimming:

P.E. and Games Kit - Girls and Boys. To be worn on school PE days.	
	Navy Blue shorts (not cycle or gymnastics shorts)
	Sky blue t-shirt with logo or Sports sky-blue top with logo
	Plain dark sweatshirt (not hoodies)/tracksuit bottoms for colder months outdoor
	PE Trainers (from Year 1-Year 6)
	PE kit bag (drawstring sports bag)
	Long hair <u>must</u> be tied back for all physical activities (including boys)



Swimming

- ▶ Swimming will be on Tuesday afternoons during the Autumn term. This is different from previous years and we are using a different swimming pool.
- ▶ Children will need to come to school in their normal school PE kit. (Not wearing swimming kit) If you are worried about them changing after, looser fitting PE clothes may be easier.
- ▶ In their bag please pack
 - Swimsuit (One-piece for girls)
 - Towel
 - Swim hat (compulsory)
 - Goggles are optional but your consent needs to be give on forms.
(They won't use them for every lesson.)

PLEASE MAKE SURE WE HAVE ALL CONSENT FORMS BY MONDAY.

PE

- ▶ In school PE will be on Monday. Children come to school dressed in PE kit.
- ▶ If your child has earrings, please ensure they're taped or removed on PE days. Please also ensure your child's hair is tied up if it is long.
- ▶ No hoodies. No branded sportswear. No cycling shorts.



Topics covered this year:



Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
How advanced was the Ancient Egyptian civilisation?		Our amazing world- Raging Rivers		Why do oceans matter?	Why were those Romans so good?!
Egyptian trip to Bradwell Abbey – Thursday 26 th November		Forest School – (Friday afternoons)		VR Headset – Spring Term – Oceans themed.	1 night residential at Caldecotte Xperience. 17 th – 18 th June 2027

AS COMPUTING EXPERTS...

We will be investigating computer systems and the network, understanding that the World Wide Web is part of the internet.

AS ATHLETES...

We will be developing our swimming skills (Tuesday mornings - please come to school with swimwear underneath PE kit). We will also look at bridges in gymnastics.

AS SCIENTISTS...

We will be grouping and classifying living things (plants and animals) using classification keys. We will also compare vertebrates and invertebrates..

AS ARTISTS...

We will be designing and creating Ancient Egyptian scrolls, linking our learning to history.

AS WRITERS...

We will be learning how to write mummification instructions, including imperative verbs, appropriate word choices, technical vocabulary and sufficient detail. We will also be developing our narrative skills by writing an adventure story.

HOW CAN WE REDISCOVER
THE WONDERS OF ANCIENT
EGYPT?
PUFFIN CLASS - AUTUMN 1

AS MATHEMATICIANS...

We will be developing our understanding of number and place value. We will also be looking at how to add and subtract 4-digit numbers using effective mental and written strategies.

AS HISTORIANS...

We will be looking at key aspects of the ancient Egyptian civilisation. We'll look at what life looks like for men, women and children 5,000 years ago and what we can learn from Egyptian discoveries. We will also be looking at the Egyptian afterlife and how they prepare for this very special journey.

AS THEOLOGISTS...

We will be answering the big question, 'Who do Christians believe Jesus is? We will look at how to Christians, God is made up of three divine persons and learn about incarnation.

AS LINGUISTS...

We will be looking at 'ma famille' (my family). Learning the names for family members and how to introduce them.

Home learning:



- ▶ Topic grids sent home before each half term.
- ▶ We would encourage children to complete 3 tasks of choice
- ▶ Not compulsory, but children will be rewarded and celebrated for completing tasks 😊
- ▶ Children can bring them in or email via the school office.
- ▶ Time will be given in class to celebrate children's work.
- ▶ Reading each day (can be school book, library book or a book at home). Record in diaries for extra Dojos! Please make it clear when books need to be changed. This will be on a Thursday. 😊
- ▶ TT Rockstars for multiplication fluency (little and often 3-4 times a week, 10 minute chunks). 7 minutes is the golden number! (21 minutes over the week).
- ▶ Times table fluency will be vital in Year 4!

Reading

Research consistently shows that regularly reading with your child is one of the most effective ways to support their learning. Shared reading develops vocabulary, comprehension, and language skills, while also improving children's confidence as readers. Studies have found that children who read and discuss books with adults are exposed to a wider range of words and ideas, helping them achieve more highly across the curriculum.

Even just 10–15 minutes of reading each day can have a significant impact on a child's progress and enjoyment of reading.

The most important thing is not just hearing your child read the words, but talking about what they read. Asking questions, discussing characters, and sharing a love of stories can make a lasting difference to their success as a reader.

Question Stems

LKS2
reading

Vocabulary

- What does the word ____ mean?
- Can you find a word you don't know?
- What clues in the sentence help you work out the meaning?
- Can you think of another word that means the same thing?
- Which word or phrase do you like best? Why?

Inference

- How do you think the character is feeling? How do you know?
- What clues tell you that?
- Why do you think the character did that?
- What does this tell you about the character?
- What do you think the character is thinking?

Prediction

- What do you think will happen next?
- Why do you think that?
- What might the character do next?
- How do you think the story will end?
- Has anything happened so far that helps you make a prediction?

Explanation

- Why do you think that happened?
- Why is this part important?
- How do you know?
- Can you explain that in your own words?
- Why did the character react in that way?

Retrieval

- Who are the main characters?
- Where is the story set?
- What happened at the beginning of the story?
- What happened after ____?
- Can you find the part that tells us ____?

Summarising

- Can you tell me what has happened so far?
- What were the most important events in this chapter?
- Can you summarise this page in one or two sentences?
- What is the main idea of this section?
- If you were telling a friend about this story, what would you say?

Changing books

Books will be changed on a **Thursday**.



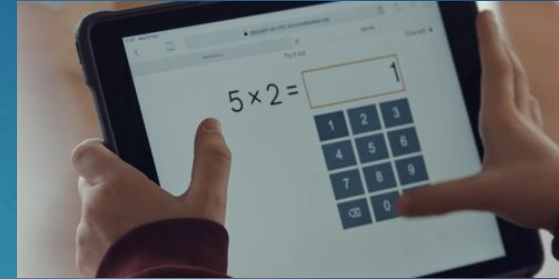
Reading for fluency is important, but also the comprehension of what they are reading.

4 or 5 pages is ideal, as it leaves time to talk about what has happened and discuss new or important vocabulary.

If you complete the book before the book changing day, you are more than welcome to read other books at home and record this in the reading diary. No other books will be provided from school until the following Thursday.

Spelling passports are also in the back of the children's reading records. Please practice these regularly to support your child move through the levels.

Multiplication Check:



- ▶ MTC to be administered in June.
- ▶ The purpose of the check is to determine whether your child can fluently recall their times tables up to 12, which is essential for future success in mathematics. It will also help your child's school to identify if your child may need additional support.
- ▶ It is an on-screen check consisting of 25 random times table questions up to 12×12 . Your child will be able to answer 3 practice questions before taking the actual check. They will then have 6 seconds to answer each question. On average, the check should take no longer than 5 minutes to complete.
- ▶ There is no pass mark for the check. You will be notified of your child's score along with their end of year report.

Parent Guide



We recommend a "little and often" approach; 3 minutes practice a day, 4 or 5 times a week is a good target.

What are the different Game Modes?

Single Player

Jamming 4 or 8 coins/correct answer	The only game mode without a timer, players chose the table and operation ($\times$ or $\div$ or both) they want to practise. Answer 10, 20 or 30 questions.
Gig 10 coins per correct answer	Gig games last 5 minutes and contain up to 100 questions, which come in 'waves', starting with the 10s, then the 2s, 5s, 3s, 4s, 8s, 6s, 7s, 9s, 11s and 12s. Novices are not expected to get past the 5s. Gigs provide the child (and their teacher) with a simple measure of their current skills, which is why learners should concentrate fully for the whole Gig as they won't get another try until next month.
Garage 10 coins per correct answer	Players are given a personalised set of 6 multiplication questions (and their matching division questions) in each round. The questions they get keep adjusting to provide the best fit for every learner's needs. This is probably the best game made for improving their recall while they're still learning.
Studio 1 coin per correct answer	Here your child earns their Rock Status, which is based on their Studio Speed. The faster they are the better their status. Studio Speed is the average of their most recent 10 Studio games. Suitable for confident players.
Soundcheck 5 coins per correct answer	Soundcheck games ask 25 multiplication questions (up to 12×12), allowing 6 seconds for each question. Suitable for confident players.

Multi Player

Festival 1 coin per correct answer	Children compete against others from around the world, with their identities protected behind their rock names. Suitable for confident players.
Arena 1 coin per correct answer	Children race against other members of their class who are logged in and choose the same arena name at the same time. Arena games use the same smart question algorithm as Garage games.
Rock Slam 1 coin per correct answer	Players challenge their classmates or teachers to answer as many questions as they can in 60 seconds, setting a score for the challengee to beat. Pupils don't need to be online at the same time.
Tournaments	Battle of the Bands – groups of children within the same school (usually classes, year groups or teams) compete to have the highest <i>average</i> score per player. Top of the Rocks – like a Battle of the Bands <i>between</i> schools. The winning class or school is the one with the most correct answers per person. Important: Each correct answer (in any game mode) earns 1 point towards the team's total in addition to the coins earned. For example, in Garage games each correct answer is worth 1 point for the team and 10 coins for the player.



MATHS CIRCLE

Parent Guide



Learners with different needs

How can I hide the timer?	Start a game and press > Hide Practice Clock. You could also play a game in Jamming.
How can I increase the length of Garage games?	Single player > Garage > press the little arrow below "play solo" > choose 1, 2 or 3 minutes.
The tables are too hard	Make sure your child is playing in Garage or Arena game modes. If this does not resolve the issue, please speak to your child's teacher. Remember that Jamming mode allows the child to choose the tables themselves.
My child gets anxious	Try the three above plus: setting mini goals (e.g. complete 2 minutes today, get 1 more point in the next game, pass 1 level); having a break from online play (come back in a couple of days); and reminding them of Baz's words: "A good rock star stays chillaxed by accepting they make mistakes."
My child has visual impairments; what settings are available?	Head to the Profile page where you can: change the colour scheme; reduce the visual stimuli with Declutter mode; increase the font size or switch to a dyslexia-friendly font called Lexie. play.trockstars.com is also screen reader compatible.
Can I turn off division?	<u>Yes</u> in Jamming mode but not in the other games. The reason for that is that practising multiplication and division at the same time supports the recall of both and is the most successful approach. If your child is finding division confusing, please speak to their teacher about starting with the 10s only and for advice on how to help at home.

Troubleshooting

My child's coins and/or Studio speed have suddenly dropped	Another child may have logged in as your child. Please reassure your child that this can be rectified. Contact their teacher who can set a new password, refund any coins, delete Studio games and talk to the class about online safety.
My child plays too much	Set firm TTRS time limits; reward healthy choices; take away devices before bed.
My child's name is showing on a school leader board.	Please ask your child's teacher to change the settings at their end so that rock names show on the leaderboards instead of real names.
What does the mean?	If this symbol appears over a game tile (e.g. over Garage) it means the teacher has set your child a certain number of minutes to practise in that game mode for homework. Once they complete those minutes the other games unlock.



MATHS CIRCLE



Handwriting pens

- ▶ No longer using pen licences.
- ▶ Expectation is by year 4 all children will be using a pen.
- ▶ All work is completed in pen, except maths.

Dates for your diary:

This half term:

- ▶ Saturday 5th September – Village Show
- ▶ Thursday 24th September – McMillan Coffee Morning
- ▶ Thursday 1st October – Individual Photographs.
- ▶ Tuesday 20th October - Parent's Evening
- ▶ Thursday 22nd October - Parent's Evening
- ▶ Friday 23rd October – End of this half term

Trips:

- Bradwell Abbey – Egyptians: Date TBC - November
- Caldecotte Xperience – 1 night residential: Thursday 17th June - Friday 18th July. (We will organize a parent meeting closer to the date)



If you need to get in contact with us / send in home learning, please can you email via the office:

office@newtonlongville.bucks.sch.uk

And we will get back to you shortly.

Thank you ☺

Any Questions?