

Reading

Raid the reader texts are completed twice a week in school and focus on the following:

- Inference skills
- Retrieval skills
- Explanation skills
- Prediction

Class text – Clockwork

Writing

- To write a finding tale
- To learn actions for a finding tale
- To innovate a finding tale
- To complete an independent write
- Short burst writing activities
- To edit work

Maths

- To use ratio language
- Scale drawing
- Use scale factors
- To answer ratio problems
- Algebra problems
- To recognise algebra signs
- Decimal points
- Fractions and percentages
- Area and perimeter
- Statistics

Science

Evolution topic

- To look at variation
- Adaptations of predator and prey
- Adaptations to hot and cold
- Fossils and extinction
- Evolution
- Charles Darwin



Year 6 - Spring 1

Humanities (Geography)

Hazardous world topic

- Structure of the earth
- Plate boundaries
- Study Earthquakes
- Study volcanoes
- Hazards and how to minimise risk

Religious Education

LF 1: The meaning of expectation

LF2: The time of expectation

LF3: The prophets expectation of the Massiah

LF4: Marys expectations

LF5: The word of God becomes the human person

LF6: John the Baptists expectation

LF7: Christ will come again

Church visits - Mass

Creative Arts - Art

Painting topic - Mayan artwork

- Analyse Mayan art work and discuss opinions
- Create a colour wheel with primary colours
- Develop shade and tone
- Create a wash effect
- Plan a piece of Mayan art work
- Create final piece

Music

This half-term Year 6 will be working on playing as an Ensemble combining Ukulele, Voice, Percussion and Bass.

- Reading and writing music
- The notes of the Treble and Bass Clef
- Key Signatures
- Time Signatures
- Playing Technique
- Performance

Personal, Social, Health and Economic

- Confidentiality and when to break a confidence
- Different types of relationships
- Listening to others
- Raising concerns



French

- Learn how to express flavours in French and understand where they are placed in a French sentence.

Physical Education

Modified team games objectives:

- Develop and practise ball-handling skills
- Develop and practise kicking skills
- Develop and practise carrying and striking skills
- Play small-sided version of games
- Talk about and develop movement skills relevant to games
- Develop problem solving and decision making strategies, and an understanding of the tactics and strategies for use in modified games situations
- Develop an increased understanding of use of space
- Adapt rules to modify games and keep scores

Computing

Programming A - Variables in games

- Introducing variables
- Variables in programming
- Improving a game
- Designing a game
- Design to code
- Improving & sharing

E-Safety

- Online Bullying