

Science

Topic: Electricity

Key Skills:

- Associate the brightness of a lamp or the volume of a buzzer with the number and voltage of cells used in the circuit.
- Compare and give reasons for variations in how components function, including the brightness of bulbs, the loudness of buzzers and the on/off position of switches.
- Use recognised symbols when representing a simple circuit in a diagram.
- Circuit diagrams can be used to construct a variety of more complex circuits predicting whether they will 'work'.

Ideas:

- Connect circuits, considering voltage
- Plan investigations
- Degree of trust

PE

Topic: Competitive games

Key Skills:

Invasion games attacking and defending

Invasion games tactics

Gym

Ideas:

Football/Tag

Rugby/Netball/Basketball/Hockey/Handball

Art/DI

Topic: Inventions - Wallace & Gromit

National Curriculum:

- Build and apply a repertoire of knowledge, understanding and skills in order to design and make high-quality prototypes and products for a wide range of users
- Critique, evaluate and test their ideas and products and the work of others.

Key Skills:

Children will think about how we get from place to place, undertake some creative product design, explore some important stages in the design process, and come up with a sustainable, fun and comfortable way to help Wallace and Gromit get from place to place during their tour of the UK.

Ivrit

Topic: Shopping

Key Skills :

Speak in sentences, using familiar vocabulary, phrases and basic language structures. Engage in conversations; ask and answer questions; express opinions and respond to those of others. Read carefully and show understanding of words, phrases and simple writing. Understand basic grammar appropriate to the language being studied. Write phrases from memory, and adapt these to create new sentences.

Ideas:
Know how to conjugate a range of high frequency verbs
Read aloud and understand a short text containing unfamiliar words, using accurate pronunciation.
Write a range of phrases and sentences from memory and adapt them to write his / her own sentences on a similar topic.
Create his / her own sentences using knowledge of basic sentence structure.

Spring Term 1

Year 6

2022

Computing

Topic: Coding

Key Skills:

- To design programs
- use variables within a game to keep track of the properties of objects.
- use functions and understand why they are useful in 2Code.
- debug a program and organise the code into tabs.
- organise code into functions.
- explore the options for getting text input from the user in 2Code.
- use flowcharts to test and debug a program.

PSHE and FBV

Topic: Healthy Relationships

Key Skills:

Understand the importance of touch in a range of contexts. Difference between appropriate and inappropriate touches. Know that relationships can change as a result of growing up.

Ideas:

- Exploring senses and boundaries

Maths

Topics: Decimals, Percentages and Algebra

Key Skills:

- Decimals
- Percentages
- Ordering FDP
- Comparing FDP
- Percentage of amounts
- Algebra
- Substitution
- Formulae
- Equations

Ideas:

Concrete, pictorial and abstract.
Solving problems

Music

Topic: Music from around the World.

Types of music : Tu' Beshvat songs; music from different countries.

Key Skills: sing with clear diction; sing in tune following the melody well; understand and appreciate classical and traditional music from around the world.

Ideas: research classical and traditional music from around the world; rehearse songs for Tu' Beshvat.

English

Topics: To entertain: Narrative time-slip text.

Tom's Midnight Garden

Key Skills:

- The difference between vocabulary typical of informal speech and vocabulary appropriate for formal speech and writing
- Subjunctive form for formal writing and speech
- Use a range of cohesive devices: adverbials, ellipsis
- Use of semi-colon, colon or dash to mark boundaries between clauses
- Past perfect tense to signal time slip
- Uses ellipsis to suggest a shift in time, place or mood

Ideas:

Diary writing and narrative time-slip writing