

English

Fiction – Shakespeare (3 weeks) – Exploring the nature of Shakespearean theatre.

In depth study of the heroic characters and villainous within various stories.

Fiction – Imagery In Poetry (2 weeks) – Understanding poetic devices such as similes and metaphors.

Using figurative language when writing their own poems.

Non – Fiction – Real-Life Heroes And Villains (1 week)

Writing a hybrid piece incorporating a variety of non-fiction text types.

Mathematics

Sequences – extending and explaining them including squares, triangular and cubic patterns.

Fractions – addition and subtraction of fractions. **Mental and Written Multiplication** – using appropriate methods to solve different word problems

Shape – using co-ordinates in all four quadrants and reflecting shapes. Translating shapes along straight lines.

Measurement – area and perimeter plus of regular and compound shapes. Formula for finding volume of shapes.

Mental and Written Division – showing remainders in different ways. Long division including pounds and pence.

Science

Healthy Heroes

Identifying the main parts of the human circulatory system including the lungs and why we breathe.

Understanding the positive impact that a healthy diet and exercise can have on the body.

Examining the effects of different types of exercise on pulse rates.

Designing and testing out a trim trail.

Knowing the damage that alcohol, drugs and tobacco can cause to the human body.

Geography

South America

What do we know? – Existing knowledge of the continent.

Climate – of regions and weather systems.

Mountain Ranges – Main focus on the Andes and linked physical geography facts.

Human Geography – population, trade and industry.

Examples of South American goods in local supermarkets.

In–depth Country Study – paired work exploring a particular South America country and giving a presentation about it.

Year 6 Spring Term 1 – 2018 'HEROES AND VILLAINS'

Information Computer Technology (ICT)

Heroes and Villains:

Looking at decomposition as a method of breaking down a problem.

Designing a game relating to the topic of Healthy Heroes and food.

Programming in order to create the game, including graphics and at least one variable.

French – Monter Un Café

J'ai Soif, J'ai Faim – introducing vocabulary relating to food and drink.

Je voudrais acheter - role-play activities buying snacks.

French School Café – setting up a French food themed shop.

Art/Design Technology (DT)

Art – Using inspiration from famous artists and portrait painters such as Rembrandt, Modigliani, Warhol and Picasso to create portraits of heroes and villains.

DT – Food technology projects based on healthy school meals and the eat-well plate.

Personal, Social & Health Education (P.S.H.E)

Security and Safety:

Looking after money effectively and the best methods of saving money.

Environmental safety and awareness of dangers.

Helpful or hazardous? Correct storage, labelling and use of medicines.

Getting well again. Recognise the symptoms of some common illnesses and how best to prevent them.

Physical Education (PE)

PE- Tennis - Tuesdays (6 sessions)

Some children will continue with swimming on Wednesdays and Thursdays.)

Religious Education (RE)

Jesus, The Bread Of Life

Memories – understanding the elements which make up the Jewish Passover plate and the Israelites flight from Egypt.

The Last Supper – establishing the meaning of a 'New Covenant' and the link between the sacrifice of an animal by the High Priest of Moses' time to the 'perfect' sacrifice of Jesus.

Homework

There will be an increased emphasis on homework during this key term before the SATS in May.

In addition to regular reading and revision for spelling tests, children will be given English and Maths assignments on a weekly basis.

Certain pupils may be given additional homework according to their needs.

Music- 'Heroes'

'Silver And Gold' – 2 part singing with ostinato linked to friends being heroes.

'On The Trail' – music to listen and respond to by Grofe.

'The Princess Of Tombozo' – adding musical elements to create a sound story as a class.

'Shrek' – considering this most unlikely of heroes and listening to a hip hop backing to 'Swamp Song' and adding percussion for a whole class performance.