

Year 6 Spring 1st

Science

Electricity

Learn the symbols that are used in a circuit diagram, observe the effects of differing voltages in a circuit, fair tests, dangers of electricity and how to stay safe

Art / D.T.

Electrical Systems - Steady Hand Game

Research and analyse a range of children's toys, design a steady hand game, make a base and assemble the electronics to complete their own game

P.E.

Dance - Electricity

Perform dances using a range of movement patterns and with accuracy and consistency

Circuit Training

Develop flexibility, strength technique, control and balance., understand ways to exercise safely

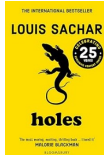
M.F.L.

Food and Shopping

Compare lunchtime in France and England, write a compound sentence about food in French

English

Reading



Continuous teaching of reading and application through VIPERS skills.
(Vocab, Infer, Predict, Explain, Retrieve, Summarise)

Writing

Writing genres will include:
Newspaper report, formal/informal writing, instructions (DT link)

Spelling/Phonics

Year 5/6 statutory spellings continued
Soft c spelled 'ce'
Prefixes 'dis', 'un', 'over', 'im'
f spelled 'ph'

Maths

Throughout Spring 1st and 2nd terms including:

Ratio - Ratio & proportion, scale drawing, scale factors, ratio and proportion problems

Measurement—converting units (metric and imperial)

Algebra—function machines, substitutions and formulae

Decimals - rounding decimals to two decimal places, multiplying and dividing decimals in context

Area, Perimeter and Volume - Area & perimeter of rectangles, area of triangles and parallelograms and volume of a cuboid

Statistics - Line graphs, dual bar charts, pie charts with percentages

Shape—angles, circles and nets of 3D shapes

Geometry—co-ordinates, reflections, translations

R.E.

Religion, worldviews, family and community

Learn about different communities, their commitments and values.

Computing

Programming - Variables in Games

Use 'Scratch' program to design, modify and create their own project.

History/Geography

Crime and Punishment

Know how crime and punishment have changed over time., know how to interpret historical evidence to find out about crime and punishment in the past, compare similarities and differences over time

Music

Learn to play the recorder

- * Learn how to play some notes correctly and read notation accurately
- * Play the recorder using the correct fingers for the notes taught
- * Record a recorder performance as a class

PSHE/RNE

- * Online safety
- * Chuter Ede Values
- * Images in the media and online Arguments