

**Maths**

**Fractions, Decimals, Percentages,**

Add, subtract, multiply and divide one-digit numbers with up to two decimal places by whole numbers.

Recall and use equivalences between simple fractions, decimals and percentages.

Add, subtract, multiply and divide fractions.

Solve problems involving the calculation of percentages e.g. of measures, and such as 15% of 360 and the use of percentages for comparison.

**Algebra**

Generate and describe linear number sequences and express missing number problems algebraically.

Find pairs of numbers that satisfy an equation with two unknowns.

Find the nth term and form nth term expressions.

**Measures**

Use, read, write and convert between standard units of measurements.

Use simple formulae to calculate the perimeter and area of 2D shapes.

Understand how to calculate the area of triangles and parallelograms.

**Ratio and Proportion**

Use ratio to solve problems including problems involving scale.

Solve missing value ratio problems using multiplication and division.

**Statistics**

Interpret and draw pie charts and use them to solve problems.

Collect and organise data to solve problems.

Calculate and interpret the mean as an average of a set of data.

**Languages**

**French**

**Le weekend**

Consolidate numbers and begin to learn to tell the time.

Consolidate how to tell the time and describe weekend activities.

Add time phrases and connectives to phrases about weekend activities.

Add the time and their opinion to phrases about weekend activities.

Create a presentation about their daily routine, focusing on activities and time.

**French Residential**

Practice of trip-based vocabulary including a role-play focused on shopping at a market.

**Art**

**Drawing**

Experiment with line, tone, texture and use shading.

Use key vocabulary to demonstrate knowledge and understanding of drawing.

Explore the work of Eugene Delacroix.

Explore the Japanese art of Manga.

**Printing /Textiles**

Use a variety of techniques, e.g. printing and dyeing.

Explore the life and work of Andy Warhol and Pop Art.

Learn skills and techniques in computing.

**English**

**Writing**

Setting descriptions

Character descriptions

Diary entry

Dialogue writing

Writing a balanced argument

**Grammar / Punctuation**

Subject and object

Active and passive voice

Formal and informal language

**Reading Texts**

Skellig

World Book Day

**Spelling**

Nelson Spelling Units 12-21

**PSHEE**

**Healthy Me**

Making Healthy Choices

Food, drugs and alcohol

Emergency Aid

Emotional and Mental Health

Managing Stress

**Relationships**

My Relationship Web

Love and Loss

Power and Control

Being Safe with Technology

**Science**

**Evolution & Inheritance**

Recognise that living things produce offspring of the same kind, but normally offspring vary and are not identical to their parents.

Identify how animals and plants adapted to suit their environment and that adaptation may lead to evolution.


Recognise that living things have changed over time and that fossils provide information about living things that inhabited the Earth millions of years ago.

**Electricity**

Associate the brightness of a lamp or the volume of a buzzer with the number and voltage of cells.

Compare and give reasons for variations in components, 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.



**Year 6**

**Spring Term**

**RPE**

**Buddhism**

Look at the symbolism in the design of Buddhist temples.

Understand what the life of a Buddhist monk is like and explore the Buddhist beliefs in life after death.

**Festivals**

Understand why the Japanese Doll festival is celebrated and what it represents.

Explore the story of Saint George.

Understand the meaning behind All Souls' Day and compare the way different countries celebrate it.

**History**

**20th Century to Present Day**

Make connections across historical events in the 20th Century.

Ascertain the reasons for the sinking of the Titanic by exploring primary and secondary sources.

Debate who was culpable for the sinking of the Titanic.

Explore the class divide on board the Titanic.

Investigate why WW1 started and the impact on France—linked to the French Residential.

Explore the impact of WW1 on British people both at home and at war.

Why were the Suffragettes willing to die for their cause?

**Geography**

**Japan**

Identify the location of Japan on a world map.

Understand how Japan has developed economically over time.

Explore the ways Japan has changed environmentally.

Compare the population size per square mile in the UK and Japan.

Locate and name physical features of Japan.

Name and locate important cities.

Explore how the Olympics impacted Japan's people and resources.

**PE / Games**

**PE**

Gymnastics- height and vaulting onto and over equipment

Cricket- batting, bowling and fielding skills

**Games**

Fixtures and matches

Boys: Football and rugby

Girls: Netball, football and lacrosse

**Music**

Develop improvisation skills.

Compose music using technology (BandLab/ Garageband).

Start preparing for the Year 6 Production.

