Book Spine: Kensuke's Kingdom – *Michael Morpurao* 

Texts: Shackleton's Journey – William Grill
Writing stimulus: Street Child - Berlie Doherty
Diary entry – as Jim Jarvis from Street Child
Non-chronological report – Victorian

Workhouse Survival Guide Biography – Jim Jarvis

Narrative - The Bear and the Hare

### **Grammar:**

Semi- colons, dashes, colons, conjunctions, modal verbs, parenthesis.

**RE:** Living by rules. Creating inclusion, identity and belonging. Being fair and just. Creating unity and harmony.

## PSHE: Being me in my world

Identifying goals/Global Citizenship/Universal Rights/Feeling welcome and valued/Choices, consequences and rewards/Democracy, having a voice Anti-social behaviour

**Celebrating Difference** Perceptions of normality Understanding disability/ Power struggles/ Understanding bullying/ Inclusion/exclusion

# **Physical Education**

**Hockey:** Dribble the ball at various speedsboth in isolation and a game situation Pass the ball over a variety of distances in attacking or defensive situations.

Pass and move into a space with accuracy. **Multi Skills:** Change direction at speed with balance & control, perform combinations of movements or actions and balance equipment on different body parts whilst moving.

Yoga: Perform complex Yoga poses with good core strength, flexibility and balance for longer periods of time on each pose.

Dance: Develop a simple sequence using actions & dynamics, use expression in a dance phase and develop a movement phase that incorporates at least 2 relationships and a spatial element.

### **Evolution**

Recognise that fossils provide information about living things from millions of years ago.

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 are adapted to suit their environment in different ways and that adaptation may lead to evolution.

### Living Things and Classification:

Describe and give reasons how living things can be classified.

Classifying animals and plants, adaptation, life processes, food chains, life cycles, parts of the plant and the body.

Science

#### Number:

Place value, Rounding and Problem Solving up to 1 million including decimals.

### Addition, Subtraction, Multiplication and Division:

Short division with remainders and multiplication, problems, estimation.

#### Fractions:

Simplify, equivalent, add and subtract.

### Fractions, decimals and percentages:

Knowing equivalents and finding a fraction and percentage of a number.

## Algebra:

Simple formulae, missing numbers algebraically, two unknowns.

Knowing the order of operations.

# English

# **Mathematics**

# Year 6 Autumn 2024-2025

Title: Victorian Britain





Achieving Excellence Inspiring Dreams MFL

Music

Talking/writing about your daily routine using reflexive and regular (-er) verbs (present tense) and third person singular. Saying what you will do using the simple future tense. Using expressions of time.

# Classroom Jazz

Improvise with a feeling for the style of Bossa Nova and Swing using the notes D, E, G, A + B (pentatonic scale/a fivenote pattern)

Instrument: Glockenspiels.

# Computing

**PSHE** 

RE

### Computing:

Game Design: Using Scratch 3 to effectively plan, design and build complex code that uses pseudocode, cloning and conditional operators (Boolean).

Online safety: Project
Evolve: Health Wellbeing
and Lifestyles. Online
Relationships.

To know where the Victorian era sits in relation to other studies; to know who Victoria was and dates of reign.

History

To know the main countries in the British Empire; to know goods and slaves were traded within the Empire.

To know artefacts can be used to draw conclusions about Victorian life.

To know that the industrial revolution meant people moved to other cities and lived in poor conditions.

To know poor children worked in the Victorian era; to use sources to draw conclusions about child labour; to know key events that led to change.

To know Barnardo's contribution to the welfare of children.

To know the Victorian era was a time of important inventions.

# Geography

# Art & DT

Introduction to Australia – understand the place, shape and scale of the country.

Use 6 figure grid references and 8 points of a compass to locate physical features in Sydney and any famous landmarks

Life in Sydney – consider transport, hobbies and leisure, tourism – Would you emigrate? Why do people move in/out?

Uluru – Look at movement of aborigine settlements and their lifestyles - language and culture.

Ayers Rock Conflict - to climb the rock or not? Give consideration to environmental impact and tourism.

Art: Select materials; use overlapping, overlaving: create their own painted, printed or drawn background; design and make a collage based on a previously read book **D&T:** Designing and making a Victorian coin purse.