

# Year 6 Spring 1

## History/Geography

To investigate the painting The Starry Night

To investigate the life of Van Gogh

To use maps, and atlases to locate significant locations in his life: ie Holland, Arles, Paris.

To investigate the cultural development of impressionism.

## Art

To explore ideas methods and approaches in others work and say what is liked/ disliked

Record details of an artists work to inform their own

To observe and translate techniques.

To develop skills/processes of Impasto

To use clay to produce a tile in the style of Van Gogh.

## Science – Electricity

Construct circuits that match the descriptions given;  
Draw circuits neatly using appropriate symbols;

Summarise the way in which the brightness of bulbs or the speed of motors can be changed;

Make generalisations;  
Be aware of electrical safety.

## Literacy

### Instructions

To read a range of instructional texts, noting key features such as use of imperative verb.

To evaluate instructional writing using a set criteria.

To be able to use temporal connectives correctly.

To orally perform a text.

To write a set of instructions using key features learned from reading.

### Explanation

To read and analyse a range of explanation texts.

To investigate use of causal connective.

To plan and write an explanation text answering the question - Why do aliens travel on spaceships? or How do Alien Space-ships work?

To orally perform text.

## RE

To explore how clothing rules can express belief and a sense of identity.

## Take One Picture

### Starry Night—van Gogh

Hook— Painting of The Starry Night

End product— Power point of Vincent van Gogh Life

## French

Develop confidence in counting larger numbers; 50-100

Days of the week, months and weather: basic conversation  
Seasons

Listen and respond to simple rhymes, songs and stories.

## Music

To use staff and other musical notations.

To improvise and compose music for a range of purposes.

To play and perform in ensemble contexts playing musical instruments with increasing fluency, control and expression

To listen and recall sounds with increasing aural memory.

To appreciate and understand a wide variety of high quality live and recorded music.

## Maths

- Addition and Subtraction
- Fractions—adding and subtracting
- Co-ordinates in all 4 quadrants,
- Pie Charts
- Place Value—7 digit numbers, ordering & rounding
- Negative numbers in the context of temperature

## PSHCE

Visit to Horton Hospital to take part in the IMPs (Injury Minimisation Programme)

## Computing

Use sequence, selection and repetition in programmes; work with variables and various forms of input and output.

Design, write and debug programmes that accomplish specific goals.

To present data and information using a variety of software.

## PE—Dance

To explore and create characters and narratives in response to a range of stimuli.

Experiment with a wide range of actions, varying and combining spatial patterns, speed, tension, continuity when working on their own and with a partner.

Perform dances with a range of movement patterns.

## PE – Netball

How to receive and throw the ball

How to intercept the ball

Identify aspects of their skills they need to develop

To devise and use rules to play variations on the game.