

Year 6
Spring 2

History

Children will be exploring the changing power of the Monarchs since William the Conqueror to Queen Elizabeth 2. They will look at how each monarch changed the lives of the people they ruled. Children will look at case studies and develop an understanding of the advantages and disadvantages of each Monarch.

Art

Children will be creating two different DT projects this term. Children will be creating pastry and bread using traditional methods in our food preparation project. Children will also create an electronic car using complex circuits and gears.

Science

Children will investigate the brightness of a lamp or the volume of a buzzer with the number and voltage of cells used in the circuit
Children will change variables in an electrical circuit and discuss the reasons and changes.
Children will use recognised symbols when representing a simple circuit in a diagram.

English

Poetry

To read and investigate a range of contrasting poetry. Investigate figurative language. Write own poems in different styles and on different themes

Journalistic Writing

Read and explore a range of journalistic writing: newspaper reports, reviews, interviews and articles
To use role play to explore everyday life of the Mayan people
To prepare, plan and write a news report on the importance of chocolate in Mayan society.

RE

To explore the resurrection of Jesus and the Easter Story and concepts of life after death in Christianity, Hinduism & Buddhism.

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

Listening and responding
Justifying opinions
Creating different effects with combinations of instruments
Play accompaniments with control and accuracy
Sing songs with staff notation as support.

The changing power of Monarchs

Hook—

End product — A comparison project of the Monarchs since William the Conqueror

Maths

Find simple percentages.
Ratio and proportion
Draw shapes accurately using protractor and ruler.
Solve problems involving simple algebra
Recap properties of 2D & 3D shapes
Improve speed and accuracy of arithmetical methods.

Computing

To understand the purpose of the internet.
To understand the HTML code and tags.
To use CSS and HTML tags to format simple cards, jokes and posters.
To evaluate the effectiveness of each website and suggest improvements.

PE—Gymnastics

To explore, select, link synchronised actions, perform in unison and canon.
To observe and copy ideas.
To assess their own and others performances and work to improve it.
To explore ways of counter balancing.
To select and synchronise different counter balances with a variety of movements.

PE—OAA

To find solutions to problems and challenges
To work well in a group
To prepare physically and organisationally for set challenges
To use a map.
To design an orienteering course.

To explore ways of getting flight from hands.
To select and link flight from hands with other actions.