Year 6 – Spring Term – A World of Good(s)

English

- to be able to use a range of prefixes and suffixes
- to use semi-colons, colons and dashes to mark independent clauses
- to use a colon to introduce a list and semi-colons within lists
- to identify the active and passive voice
- to use a range of cohesive devices in writing
- to describe settings, characters and atmosphere in narratives
- to use noun phrases, prepositional phrases and adverbs to add detail
- to use formal and informal language when writing
- to recognise the features of a range of genres of writing
- to read and respond to a range of text types

Maths

- to calculate efficiently using all four operations
- to solve multi-step problems
- to multiply and divide decimal numbers by 10, 100 and 1000
- to recognise equivalencies between fractions, decimals and percentages
- to solve problems involving the calculation of percentages
- to read, write and convert between standard units of measurement
- to calculate, estimate and compare the volume of cubes and cuboids
- to calculate the area of parallelograms and triangles
- to measure and draw angles
- to calculate unknown angles in different shapes

Science

- Classification of Living Things: to describe how living things are classified according to common observable characteristics; to be able to give reasons for classifying animals and plants based on specific characteristics; to be able to design classification keys
- Electricity: to know and use circuit symbols; to create a working circuit from a diagram; to repair broken circuits; to plan and carry out scientific investigations involving circuits

Computing

- Scratch and Kodu: to design and write programs that accomplish specific goals; to use sequence, selection, and repetition in programs; to work with variables and various forms of input and output; to use logical reasoning to explain how a simple algorithm works

R.E.

- Crucifixion: to remember key events in Holy Week; to understand and use different religious terminology; to pose questions and participate in discussions

Geography

- to explain the UK's trade links with other countries
- to use maps to show the UK's trade links with other countries
- to explain trade links between El Salvador and the UK
- to understand the importance of Fair trade
- to explain the global supply chain

- to explain how trading has changed through history

Art

- to know about a variety of different artists
- to improve their mastery of Art and design techniques, including drawing, painting and sculpture, using a range of materials [for example, pencil, charcoal, paint, clay]

D&T
- to develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose aimed at particular individuals or groups.
- to generate, develop and communicate their ideas through discussion and annotated sketches
- to evaluate their ideas and products against design criteria and consider the views of others to improve their work
- to understand and use electrical circuits in their products

Outdoor P.E.

- Basketball: to use principles to plan and implement strategies in individual, pair and team activities; to modify and develop their plans and apply rules and conventions for different activities; to take the initiative to analyse their own and others' work, using this information to improve its quality; to improve the consistency, quality and use of skills in mini-basketball games; to organise themselves as a team and select and apply strategies consistently and effectively

PSHE

- Rights and Responsibilities: to understand the term 'bias' and how to identify bias in reporting; to understand that things that are posted on social media are not always true; to know about saving and managing money; to discuss how we can live in an environmentally sustainable way

French

- Do You Have a Pet?: to learn the eight nouns and matching gender articles for different pets; to learn and use different grammatical structures to talk about pets; to use conjunctions to link ideas
- My Home: to learn nouns for rooms in the home; to integrate language in role play activities