

English

During our first unit, we will be getting to know each other by writing explanation texts about our interests and hobbies. After this we will be exploring the poetic features within war poetry and writing our own emotive World War II poems. Then we will be writing a 'tale of fear', imagining what life would be like at night during the Blitz. In the second half of the term we will be exploring flashbacks and writing our own war themed stories. We will end our writing units with writing newspaper reports of an exciting discovery linked to our work in Science. Throughout the term, we will revise important grammar, punctuation and handwriting rules.



Maths

We will begin with place value; within this we will read, write and order numbers up to 10,000,000. This unit will be followed by securing efficient methods for the four operations: addition, subtraction, multiplication and division. In the second half of the term, we are going to be learning about measurement: more specifically, conversion and real-life problems involving measure. Following on from this, we will focus on the properties of shapes which will include angles, types of lines and features of a circle. Finally, we will be finishing off the term with position and direction on a four-quadrant co-ordinate grid.



PE

During the first half term, we will be developing our teamwork skills in tag rugby and performing strong balances and movements in gymnastics. After half term, we will be focussing on attacking and defending skills in netball while composing an emotive World War II performance in dance.



MFL – Spanish

We will be discovering which countries have Spanish as their official language and using atlases to explore Spanish speaking countries across the globe. After half term, we will be learning about Spanish greetings and culture.



Design Technology

Linked with World War II, we will be exploring 3D frameworks and we will plan, design, make and evaluate our very own bomb shelters!



Art

The children will be using mixed media to create World War II inspired art works and they will also be designing patterns in the style of Sonia Delaunay.

PSHE

Our first topic focusses on relationships, specific handling feelings and emotions, healthy relationships and valuing difference. In the second half term, we will build on our knowledge of health and wellbeing.



RE

In the first half term, we will be exploring how God's power is significant for Christians and Muslims. After half term, the children will be exploring different interpretations of the story of Christmas.



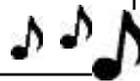
Year 6 – Autumn Term



World War II

Music

This term, we will be continuing our work on duration, pitch and rhythm while exploring a range of music from the World War II time period.



History

World War II will be our main theme this term and the children will be taken back in time to explore what it felt like during the Blitz, empathise with children who were evacuated and keep morale up with a tea dance!



We will be using historical enquiry skills to explore the home front and what life was like in wartime Britain. Also, we will be exploring the causes, consequences and significance of WWII in shaping our world and lives today.

Science

Our first unit explores 'Light' during which we will investigate shadows, how light travels, reflection and refraction. Using scientific diagrams, we will explain how we see light and investigate the colours of the rainbow.



At the end of this topic, 'Evolution and Inheritance' will be our next focus area where we will be examining theories of evolution, and analyse the evidence behind these.



Computing

The children will be comparing ways of presenting information, and will explore the differences between PowerPoint and Prezi. We will also be looking at digital footprints when using the internet, and understanding how to stay safe online.



After half term, we will be learning about plagiarism and how to steer clear from copyright. Also, we will design and create a times table game using our coding skills.

