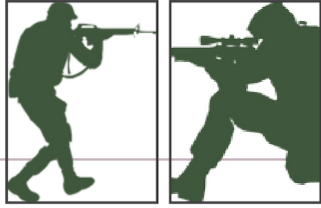


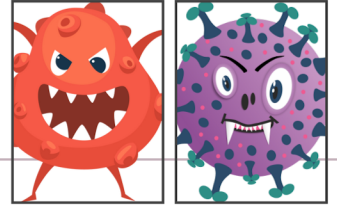
WORLD WAR 2

Driver Subjects
History
Literacy



MICROBES

Driver Subjects
Science
Literacy



ENGLISH

Know Me To Teach Me—non-chronological report all about me!

Write a persuasive letter in character.

Narrative—write ending chapter of 'The Boy in the Striped Pyjamas'.

Narrative—short story based on the structure of 'The Watertower'.

Non-chronological report on a chosen illness (microbe).

MATHS

Place Value.

Operations.

Fractions.

Decimals.

Percentages.

SCIENCE

Living Things and their Habitats:

Describe how living things are classified into broad groups according to common observable characteristics and based on similarities and differences, including microorganisms, plants and animals, give reasons for classifying plants and animals based on specific characteristics.

HISTORY

World War II – a study of an aspect or theme in British history that extends pupils' chronological knowledge beyond 1066 (why did the war start? Which countries were involved?).

Important figures in history – Dr Edward Jenner and the development of immunisation over time.

GEOGRAPHY

WWII – use maps, atlases, globes and digital/computer mapping to locate countries involved in WWII.

Australia – identify the position and significance of Equator, Northern Hemisphere, Southern Hemisphere.

R.E

Islam – leaders.

Islam– Hajj—the journey of a lifetime.

COMPUTING

Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content, select, use and combine a variety of software (including internet services) on a range of digital devices.

PSHE/RSE

Healthy minds and healthy bodies.
Setting personal goals.
Developing positive selfconfidence.
Respecting yourself and others.
Anti-bullying and positive friendships.
Understanding the consequences of bullying.
E-safety

P.E

Basketball – dribbling, passing, shooting, defending, adapted games, game play.

Tag rugby – moving with the ball, passing, attacking, defending, adapted games, game play.

MUSIC

Music around the world.

Ravel's Bolero.

Weekly singing assemblies.

M.F.L

Spanish

ART & DESIGN

Portraits – research different portrait artists, practise variety of techniques

DESIGN & TECHNOLOGY

Anderson Shelters – design, research and make an Anderson shelter, developing understanding of materials and joinery.

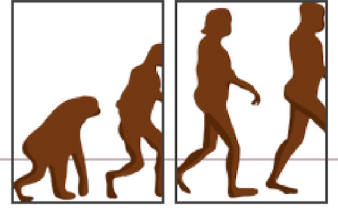
ANCIENT KINGDOM: BENIN

Driver Subjects
History
Literacy



EVOLUTION

Driver Subjects
Science
History



ENGLISH

Write a narrative (Using the short story text 'Diary of An Edo Princess').
Discussion text - which African Kingdom would you choose to be part of?.
Explanation text—how do diet, exercise.
Historical (formal) letter—from Charles Darwin.
Biography—Mary Anning.
Pupil-led Literacy Week.

MATHS

Algebra.
Measurement.
Geometry (properties of shape).
Geometry (position and direction).
Revision of number (place value).
Revision of number (calculations).
Revision of Fractions, decimals and percentages.

SCIENCE

Animals including humans:
Identify and name the main parts of the human circulatory system, and describe the functions of the heart, blood vessels and blood, recognise the impact of diet, exercise, drugs and lifestyle on the way their bodies function, describe the ways in which nutrients and water are transported within animals.

HISTORY

Ancient Kingdoms (Benin).
A study of life within the Ancient Kingdom of Benin and what the people believed and followed as well as what influences they had on the world as we know it now.

Evolution (beliefs over time) - learn about important scientists from the past.

GEOGRAPHY

Study the continent of Africa - Including the geographical differences between historical Africa and now. Using online maps and landscape identifiers to determine the terrain.

Locate countries where significant finds were made.

R.E

Hinduism - the Mandir.

Hinduism - personal identity and belonging in Hinduism.

COMPUTING

Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content, select, use and combine a variety of software (including internet services) on a range of digital devices.

PSHE/RSE

Staying safe.

Resisting temptation.

Drugs education.

Managing strong feelings, including disappointment.

P.E

Hockey - ball familiarisation, spatial awareness, passing, combining skills (dribble, pass), defence, shooting, game play

Gymnastics - balance, rotation, flight, travelling, sequencing, performance

MUSIC

Exploring pulse, rhythm, pitch, duration, phrasing etc, through weekly singing assemblies.

M.F.L

Spanish

ART & DESIGN

Scratching technique - develop their techniques, including their control and their use of materials, with creativity, experimentation.
Sketching - fossils (to create sketch books to record their observations and use them to review and revisit ideas, improve their mastery of art and design techniques.

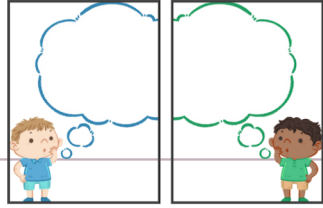
DESIGN & TECHNOLOGY

Weaving - pupils will be taught the knowledge, understanding and skills needed to engage in an iterative process of designing and making.

YEAR 6

WONDER

Driver Subjects
PSHE
Citizenship
Philosophy



TO BE OR NOT TO BE?

Driver Subjects
History
Citizenship



ENGLISH

Choose vocabulary which is generally accurate when selecting synonyms and antonyms. Make precise word choice to create impact and augment meaning.

Use stylistic devices such as similes, metaphors, onomatopoeia, alliteration and personification Understand the difference between formal and informal

MATHS

Geometry: Properties of Shape.

Properties of triangles and circles.

Area of triangles and circles.

Consolidation, Investigations and preparations for KS3.

SCIENCE

Electricity.
Associate the brightness of a lamp or the volume of a buzzer with the number and voltage of cells used in the circuit.

HISTORY

-

GEOGRAPHY

-

R.E

What similarities and differences do religions and world views share?
Collect, use and consider information.
What do people believe about life after death?
Share ideas and interpret the ideas of others in order to present arguments.

COMPUTING

Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.

PSHE/RSE

Why and how rules and laws are made and enforced, why different rules are needed in different situations and how to take part in making and changing rules.
To think about the lives of people living in other places and times, and people with different values and customs. participate.

P.E

Athletics.
Striking and Fielding.

MUSIC

Music curriculum

M.F.L

Spanish

ART & DESIGN

Use a variety of techniques to add interesting effects.
Use a choice of techniques to depict movement, perspective, shadows and reflection.
Choose a style of drawing suitable for the work.
Use lines to represent movement.

DESIGN & TECHNOLOGY

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