Year group: 6 Term: Autumn 1

Opportunities for outdoor learning:

Wellbeing, outdoor art

Key vocabulary:

Topic: Recovery 4 weeks

Can I build another me?,
DARWIN and AUSTRALIA,

Last 3 weeks: Titanium – focus on writing

PSHE objectives:

- Integrity
- Passion
- Compassion

History objectives:

- Identify and understand significant British achievements.
 - a local history study
 - Examples (non-statutory)
 - a depth study linked to one of the British areas of study listed above
 - a study over time tracing how several aspects of national history are reflected in the locality
 - a study of an aspect of history

Geography objectives:

- locate the world's countries, using maps to focus on Europe (including the location of Russia) and North and South America, concentrating on their environmental regions, key physical and human characteristics, countries, and major cities
- name and locate counties and cities of the United Kingdom, geographical regions and their identifying human and physical characteristics

Art objectives:

Abstract art,

Computing objectives:

Building a fact file - powerpoint

Digital literacy:

- Make judgments in order to stay safe, whilst communicating with others online.
- Recognise online behaviours that would be unfair

PE objectives: striking and fielding

- Use running, throwing and catching in isolation and in combination.
- Play competitive games, modified where appropriate and apply basic principles suitable for attacking and defending.

Science objectives:

STEM activities

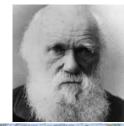
Evolution and natural selection

RE objectives:

Creation

Kernow Cluster Topic Overview Sheet

Objectives









Maths objectives: WALT

Recovery

PLACE VALUE

FOUR OPERATIONS

Add whole numbers with more than 4 digits

Subtract whole numbers with more than 4 digits

Inverse operations (addition and subtraction)

Multiply 4-digits by 1-digit

Multiply 2-digits (area model)

Multiply 2-digits by 2-digits

Multiply 3-digits by 2-digits

Divide 4-digits by 1-digit

Divide with remainders

Factors

FRACTIONS

Equivalent fractions

Improper fractions to mixed numbers

Mixed numbers to improper fractions

Add mixed numbers

Subtract mixed numbers





Opportunities for trips / visitors:

N/A during this time.

Whole class texts:

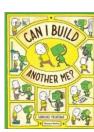
High Rise Mystery



VIPERS style Questions – identifying question types and skills to answer them

English objectives:

Recovery:



Write an explanation text –build me

Write an informative leaflet – Darwin - evolution and natural selection

Compare and contrast Britain to Australia – life of Captain Cook

Write a narrative

Design Technology objectives:

Design something at home that could change the world

Year group: 6

Term: Autumn 1

Topic: Recovery 4 weeks

DEALING WITH CHANGE, DARWIN and AUSTRALIA,

Links to previous topics: building learner confidence

PSHE:

Understand that:

We all same and different

we can make a difference to someone else's life

British values:

• Mutual respect and tolerance

History skills:

• Research and understand significant British achievements. a depth study linked a study over time tracing how several aspects **Charles Darwin** Galapagos Island Captain Cook Aboriginals

Geography skills:

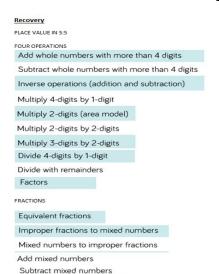
- locate the world's countries, using maps to focus on Europe (including the location of Russia) and North and South America, concentrating on their environmental regions, key physical and human characteristics, countries, and major cities
- latitude and longitude

Maths skills:

Recapping areas from the Y5 WRH curriculum

- Building confidence in adding and subtracting
- Building confidence in multiplying and dividing
- Building confidence in fractions

Place value to be assessed during 5:5



PE skills:

- Use a range of throwing and catching skills with control to keep possession and to score goals / points.
- Be aware of space and members of the opposition.
- Use a variety of simply tactics for attacking and keeping possession of
- Understand the need to defend and attack.
- Become increasingly familiar with the rules of the game

Music skills:

Didgeridoo - create own tribe music

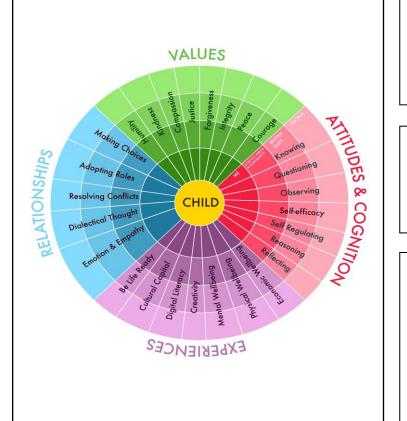
Art skills:

Sketching, Silhouette, charcoal and mixing for effect.

Computing skills:

Build on powerpoint skills

Kernow Cluster Topic Overview Sheet Skills



Science skills:

Stem activities - Friday afternoon – design, create and test Evolution and natural selection





Opportunities for home learning / cultural capital

Emotional and physical wellbeing

Self-regulating

Set homework:

Closing the Gap - maths / spag

Key spellings

English skills:

- develop their understanding of the concepts set out in English appendix 2
- recognising vocabulary and structures that are appropriate for formal speech and writing, including subjunctive forms
- using passive verbs to affect the presentation of information in a sentence
- using the perfect form of verbs to mark relationships of time and cause using expanded noun phrases to convey complicated information concisely
- using modal verbs or adverbs to indicate degrees of possibility
- using relative clauses beginning with who, which, where, when, whose, that or with an implied (ie omitted) relative pronoun
- learning the grammar for years 5 and 6 in English appendix 2
- indicate grammatical and other features by:
- using commas to clarify meaning or avoid ambiguity in writing
- using hyphens to avoid ambiguity
- using brackets, dashes or commas to indicate parenthesis
- using semicolons, colons or dashes to mark boundaries between independent clauses
- using a colon to introduce a list
- punctuating bullet points consistently

RE skills:

Creation,

Design Technology skills: design and create bridges

- Talk in depth about ideas, plans and reasons for choices.
- Select and use an increasing range of tools to cut, shape and join materials and components.
- Select an appropriate way to improve the appearance of a product.
- Evaluate ideas and products against design criteria; and suggest ways in which products can be improved.