Year 6 Term 3

Stand and Deliver!

Does the punishment ever fit the crime?

Discover the shady world of crime and punishment on a journey from 1066 to the present day. Investigate how criminals dodged the law and how they had their punishment dealt. Learn how the rigours of justice have been refined and applied to become the system we see today.

Key texts: The Highwayman – Alfred Noyes Enrichment: Magistrates in the Community Workshop

History

Extend chronological knowledge through an exploration of changes in the social history in Britain since 1066. With a focus on crime and punishment, make connections, contrasts and identify trends overtime. Write structured accounts based on historically valid questions, selecting appropriate sources of information. Explore local history of Stamford and its coaching inns, local archives, and the location of places of punishment.

Key drivers:

Demonstrate our school values everyday:

Ambition, Independence,

Cooperation, Confidence,

Consideration, Resilience

and Respect

Maths

Number: Ratio: investigate ratio, proportion and scale factors **Algebra:** form expressions,

substitution formulae solve 1 and 2
step equations

Decimals: round decimals, add and

subtract decimals multiply and divide decimals by 10, 100, 1000 multiply and divide decimals by

integers solve problems in context

Science

Describe how living things are classified into broad groups according to common observable characteristics and based on similarities and differences, including micro-organisms, plants and animals. Give reasons for classifying plants and animals based on specific characteristics. Find out about the life and works of Carl Linnaeus

P.E.

Netball: Develop understanding of attacking and defending. Learn how to use skills, strategies and tactics to outwit the opposition. Keep possession to move the ball towards the goal to score.

Yoga: Explore body awareness and mindfulness using yoga poses and techniques. Connect mind and body.

Improve well-being.

Art

Improve mastery of drawing and painting and printing. Create a sketch book to record observations and use to revisit and review ideas. Develop techniques, control and use of materials with creativity. Explore the world of graffiti and street art. Debate whether graffiti is art or vandalism Learn how to create 3d lettering and stencils. Find out about the work of the illusive street artist, Banksy. . Discover how art can improve well-being, creating Zentangle drawings. Improve precise observation skills.

R.E: Just how important are our beliefs?

Music: A New Year Carol

MFL: Spanish - Household Tasks

P.S.H.E: Dreams and Goals

ICT: Programming A – Variables in

games

English

Explore the wonders of narrative

poetry and discover the power of

imagery. Develop skills to argue and

debate, presenting opinions both

orally and in writing. Write Edit and

improve with independence.

Demonstrate stamina to write at

length. Class story: Stormbreaker by

Antony Horowitz

Design & Technology: Mechanical

Systems: Automata Toys