

Year 6 Term 5

Light up my Life

This term will most definitely electrify you! Can you design and build circuits for a specific function?

Class story: *Holes* – Louis Sachar

ICT

Programming: variables in games:

Understand the concept of variables in programming and learn how to improve a game using variables. Design a game using code. Improve and share resulting game.

R.E Life Journey: Christianity

Music: Music and Me

Spanish: pets, animals and countries

P.S.H.E Relationships

Maths

Geometry: Properties of shape

calculate and reason about angles; around a point; vertically opposite; in a triangle; in quadrilaterals and in polygons. Draw 2d shapes accurately and draw nets of 3d shapes. **Statistics:** Draw, read and interpret line graphs. Learn about circles, draw, read and interpret pie charts, relate to percentages. Calculate the mean.

Science: Electricity

Associate the brightness of a bulb or volume of a buzzer with number of voltage cells in the circuit. Use recognised symbols when representing a simple circuit diagram. Compare and give reasons for variations in how components function including brightness of bulbs, loudness of buzzers and on/off position of switches

English

Explore explanation texts, explaining how and why a process happens. Immerse yourself in classic literature and plays as you delve into the works of 'the bard' William Shakespeare. Refine the range of punctuation used. Demonstrate stamina to write at length. Read and share the texts you choose for pleasure

P.E.

Cricket: Develop range and quality of striking and fielding skills. Learn how to play in roles of bowler, wicket keeper and fielder and batter. Use skill, strategies and tactics to outwit the opposition. Play fairly and with respect.

Athletics: Focusing on long distance running, sprinting, triple jump, discus and shot put, identify areas of strength and development. Set challenges for distance and time. Achieve personal best.

Key drivers:

Be resilient, be independent, be inquisitive and be a global citizen.



Art

Improve mastery of drawing and painting. Create a sketch book to record observations and use to revisit and review ideas. Develop techniques to draw expression, imaginatively. Finalise seaside posters, focusing on posterisation techniques and the use of abrupt colour changes.

Design & Technology

Electrical systems: monitoring and control. Apply knowledge and understanding gained in this term's science to create a product to fulfil a design brief using switches, sensors and circuits. Evaluate and improve designs.