

Science

Living Things and their Habitats

- Recognise that environments can change and that this can sometimes pose dangers to living things
- 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.

Geography

Marvellous Maps

- Follow a short route on a OS map Describe the features shown on an OS map
- Use atlases to find out data about other places

Maths

Summer 1:

Statistics and Shape:

Understanding charts and graphs, measuring angles in degrees; using a protractor; drawing lines and angles accurately.

Revision of the four operations (+ - x ÷) and Fractions, Decimals and Percentages

Summer 2:

Investigations and problem solving, using our school environment.

RE

Worship

Focus on aspects of worship across different faiths. They will explore what worship is, what it means and how believers worship differently. They will consider different forms of worship and discuss freedom to worship around the world.

DT

Fairground-design, build and create their own rotating fairground rides:

- pulley and belt systems
- electrical circuits with motors
- Design and create their own ride



Art

Cityscapes

The study of various artists and their techniques when creating cityscapes:

- 3d Pop Art-Textured Appearance
- Silhouettes
- Reflections
- Creating an ink drawing.



Music

'Beauty & The Beast JR' End of Year Production

Singing – choral and solo arrangements. End of Year Performance.



PE

- Cricket
- Athletics
- Tennis
- Rounders

English

Significant Author (Shakespeare)

- Recount
- Poetry
- Letter Writing
- Personal writing
- Play scripts

Independent Writing

- Non-chronological report
- Free choice

End-of-year Play

- Prepare poems and plays to read aloud and to perform, showing understanding through intonation, tone and volume so that the meaning is clear to an audience.



RHE

- Changing Me (puberty, and sex education – Y6 only)
- Dreams and Goals (transition)

Computing

Film Making

Explore various aspects of film-making. Choose and use appropriate software in order to complete tasks such as writing a script, researching information, filming and editing.

History

Leisure and Entertainment

Develop their knowledge of modern British history and understanding of changes over time. Think about the impact of leisure and entertainment on society and people's everyday lives. Learn about how changes to working hours and pay gave people more capacity to afford holidays, more time to play sport and follow their music, movies, television and games in 20th century. Children will use knowledge acquired to draw their own conclusions about which aspects of leisure and entertainment they think had the most impact.



French

'This is France'

Learn key vocabulary and phrases related to France and the capital city- Paris. Learn specific vocabulary to describe France in terms of its neighbours and the position/distances of a variety of cities. Learn the French names for famous French landmarks and how to describe what people do when they visit Paris. Learn about famous French people and learn the French names for the areas that they were / are famous for. They will also learn key phrases connected to the themes throughout the lessons.

Science

Animals including Humans

- Explore the changes that human beings experience as they develop to late adulthood including puberty and late adulthood and death.
- Learn about the life cycle of a human being.
- Compare the gestation period of humans and other animals and investigate the development of babies.
- Look at the body as humans get older and look at how the life expectancy of humans has changed over time