

Termly Curriculum Information

Term 3: 8th April – 21st June, 2019

Year 6

History Topic: Ancient Greek Civilization

English	
Key Learning Skills and Knowledge	Key Activities
<p><i>Speaking and Listening</i></p> <ul style="list-style-type: none"> • Speak audibly and fluently to an audience. • Use appropriate registers for effective communication. • Use relevant Talk for Writing strategies to build vocabulary. • Listen and respond appropriately to adults and peers. • Use spoken language to develop understanding through speculating, hypothesising, imagining and exploring ideas. • Identify points of interest when listening to fiction and non-fiction texts. • Begin to comment in more detail on the performance of others. • Consistently listen carefully and respond appropriately with relevant questions. • Orally perform fiction and non-fiction texts through Drama for Writing. 	<ul style="list-style-type: none"> • Using verbal persuasive skills in history themed debates. • Presenting ideas to the class and wider year group through Computing lessons. • Telling Myths and Legends to younger year groups that they have written in English lessons. • Following verbal instructions. • Instructing other people verbally. • Participating in presentations, performances & role-plays. • Listening to and discuss a wide range of Myths and Legends, explanations and classical poems.
<p><i>Reading</i></p> <ul style="list-style-type: none"> • Apply phonic knowledge and skills consistently to decode age appropriate texts fluently and accurately. • Begin to use textual cues to adapt tone, volume and intonation when reading aloud • Identify the main ideas and themes in a text. • Discuss words and phrases that capture the reader’s interest and imagination. • Predict what might happen from details stated and implied. 	<ul style="list-style-type: none"> • Reading weekly with the teacher during Guided Reading lessons. • Completing reading comprehension activities. • Reading aloud with peers to practice reading with fluency and expression. • Using Overdrive to access a wide range of books as part of home learning. • Visiting the library and modeling to younger students how to pick appropriate yet challenging books. • Discussing the features of Myths and Legends, explanations and classical poetry.



<ul style="list-style-type: none">• Retrieve and record information from non-fiction.• Ask questions to improve understanding of a text.• Identify how language, structure and presentation contribute to meaning.• Answer questions related to texts using literal, inferential and applied knowledge comprehension skills.	<ul style="list-style-type: none">• Retrieving information from non-fiction sources to use when writing an explanation text or myth.
<p><i>Writing</i></p> <ul style="list-style-type: none">• Use the first 2 or 3 letters of a word to check the spelling in a dictionary.• Spell high frequency words, phonetically accurate words and Year Six common exception words.• Compose and rehearse sentences through a variety of activities including Drama for Writing.• Capture ideas using planning formats (e.g. story maps, boxing up, planning grids).• Plan different styles of writing to suit an audience and purpose.• Develop characters and settings in narratives.• In narratives, develop and extend ideas in logically sequenced sentences to create settings, characters and plots.• Use nouns, pronouns and tenses accurately and consistently throughout writing.• Use punctuation accurately, e.g. semi colons, colons, brackets, hyphens, question marks, exclamation marks & inverted commas.• Evaluate and improve their own writing according to purpose, the effectiveness of word choice, grammar and punctuation.• Make simple additions, corrections and revisions to their own and their peers writing. <p><i>Handwriting</i></p> <ul style="list-style-type: none">• Improve the legibility, consistency and quality of their handwriting	<ul style="list-style-type: none">• Using the features of explanation texts to create own versions.• Creating an animation and voice over for a classical poem.• Using and applying their persuasive skills to convince people in history themed debates.• Completing timed Wicked Writing tasks to help enhance time management.• Writing diary entries and thinking about thoughts and feelings of classical poetry characters.• Planning, drafting, editing and proof-reading a text linked to Myths and Legends• Evaluating their own and others independent writing.• Planning, drafting, editing and proofreading a variety of fiction and non-fiction texts as part of 'Wicked Writing' activities. <ul style="list-style-type: none">• Practicing writing with a joined cursive script.• Earning a Year Six pen license.



Mathematics	
<p><i>Algebra</i></p> <ul style="list-style-type: none">• Use simple formulae.• Generate and describe linear number sequences.• Express missing number problems algebraically.• Find pairs of numbers that satisfy an equation with two unknowns.• Enumerate possibilities of combinations of two variables. <p><i>Ratio and Proportion</i></p> <ul style="list-style-type: none">• Consolidate understanding of ratio when comparing quantities, sizes and scale drawings.• Solve a variety of real life ratio and proportion problems.• Recognise proportionality in contexts when the relations between quantities are in the same ratio. <p><i>Statistics</i></p> <ul style="list-style-type: none">• Connect work on angles, fractions and percentages to the interpretation of pie charts.• Encounter and draw graphs relating two variables to each other.• Know when it is appropriate to find the mean, medium, mode or range of a data set. <p><i>Number</i></p> <ul style="list-style-type: none">• Read, write, order and compare numbers up to 10,000,000; determining the value of each digit• Use place value to multiply and divide negative numbers and decimals by 10, 100 and 1000	<ul style="list-style-type: none">• Learning to use symbols and letters to represent variables and unknowns.• Finding missing numbers, lengths, coordinates and angles.• Looking at formulae in Mathematics and Science.• Finding equivalent expressions.• Making generalisations about number patterns.• Solving number puzzles.• Solving problems involving the relative sizes of two quantities, where missing values can be found by using integer multiplication and division facts.• Solving problems involving similar shapes, where the proportion scale factor is known or can be found.• Solving ratio problems involving unequal sharing and grouping using knowledge of fractions and multiples.• Interpreting and constructing pie charts and line graphs and using them to solve problems.• Calculating and interpreting the mean, medium, mode and range as averages.• Exploring place value and rounding.• Counting, ordering and sequencing numbers.• Becoming confident using appropriate methods to add, subtract, multiply and divide negative and decimal numbers.• Applying knowledge to word and multi-step problems.
Science	
<p><i>Biology</i></p> <ul style="list-style-type: none">• Describe how living things are classified into broad groups according to similarities and	<ul style="list-style-type: none">• Planning and carrying out investigations.• Making models to demonstrate



<p>differences, including micro-organisms, plants and animals.</p> <ul style="list-style-type: none">• Give reasons for classifying plants and animals based on specific characteristics.• 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 bodies function.• Describe the ways in which nutrients and water are transported within animals, including humans.	<p>understanding.</p> <ul style="list-style-type: none">• Planting and growing seeds and caring for the plants created.• Labelling animals and plants accurately.• Planning healthy meals.• Exercising and identifying the effects on the body.
Computing	
<p><i>We Are App Developers</i></p> <ul style="list-style-type: none">• Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems.• Use sequence, selection, and repetition in programs; work with variables and various forms of input and output.• Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.	<ul style="list-style-type: none">• Becoming familiar with programming toolkits and development platforms.• Import existing media assets to a project.• Writing down algorithms for app programs, debugging and refining code and thoroughly testing and evaluate the end product.• Using and combining a variety of software on a range of digital devices to design and create programs, systems and content that accomplish given goals.
History	
<p><i>Ancient Greek Civilisation</i></p> <ul style="list-style-type: none">• Understand historically abstract terms such as 'empire', 'civilisation', 'parliament' and 'peasantry'.• Know and understand significant aspects of the history of the wider world, including the nature of ancient civilisations.• Understand how empires both expand and dissolve.• Identify characteristic features of past non-European societies; achievements and follies of mankind.	<ul style="list-style-type: none">• Researching Ancient Greek life for men, women and children• Learning about technologies used in Ancient Greek times.• Studying the artwork and materials of the time.• Discussing how Ancient Greek life has affected the modern world.• Applying art skills to create Ancient Greek representations, e.g. pottery.• Understanding what a democracy is and how it was used in Ancient Greek society.
Art and Design Technology	
<p><i>History Focus</i></p> <ul style="list-style-type: none">• Learn to improve mastery of art and design techniques, including drawing, painting and sculpture with a range of materials.	<ul style="list-style-type: none">• Using pottery skills to create clay vases.• Improving drawing, shading and sketching skills.



<ul style="list-style-type: none">Learn about Ancient Greek artists, architects and designers and recreate their works.	<ul style="list-style-type: none">Using a range of materials to create Greek mosaics, the Olympic torch and Greek head wreaths.Studying famous Greek artists and identifying their style.
PSHE	
<p><i>Keeping Myself Safe/Sex Education</i></p> <ul style="list-style-type: none">Understand the importance of child safety in the real world and online.Know how and who to ask for help when made to feel unsafe.Understand the aspects of puberty that apply to the female and male body.Learn how humans reproduce. <p><i>Transition to Secondary</i></p> <ul style="list-style-type: none">Preparation for moving on to Year Seven learning at BSB (or other secondary school).Knowing the importance of education in achieving a future career.Create links between students and secondary staff.	<ul style="list-style-type: none">Identifying safe sources online and trusted adults in the real world.Feeling comfortable to ask for help when made to feel unsafe.Learning how babies are conceived between a male and a female.Understanding about changes to the male and female body and the menstrual cycle.Preparing for Secondary School life and how it is different or similar to primary school life.Using role play activities and circle time to alleviate concerns.Attending Year 6-7 transition opportunities.Exploring different career options and aspirations.
Music	
<p><i>Pictures at an Exhibition</i></p> <ul style="list-style-type: none">Explore how pictures and art can provide the inspiration and stimulus for composition.Use Mussorgsky's work <i>Pictures at an Exhibition</i>.Begin by exploring how the recurring "Promenade" theme portrays Mussorgsky's walk through the exhibition.Perform the rhythm and melody of the "Promenade" theme.Compose own piece of music. <p><i>Music Improvisation</i></p> <ul style="list-style-type: none">Explore different ways of making own music.Listen carefully for feedback, to discover what does and does not work well.Gain valuable experience in the creative process.Improvise music - use melody, harmony & rhythm.	<ul style="list-style-type: none">Learning about how music can tell a story.Listening to different pieces of classical music which represent paintings and images.Using classroom percussion instruments to create different picture soundscapes.Working in groups to compose and rehearse.Capturing the mood of the images in more detail.Identifying the elements of music that are used to create different effects.Experimenting with making music.Using imagery and mystery.Using melody, harmony and rhythm.Introducing the process of improvising music.Improvise music by using harmonyPerforming own improvisationEvaluating own and peers improvisation.



PE	
<p><i>Tee-Ball</i></p> <ul style="list-style-type: none">• Ensure that students refine the basic skills of Tee-Ball.• Consolidate knowledge of the fundamental rules of Tee-Ball. <p><i>Athletics</i></p> <ul style="list-style-type: none">• Establish and develop skills for running, throwing and jumping.• Opportunity to challenge and test skills during the Mini Olympics event at the end of the unit. <p><i>Touch Rugby</i></p> <ul style="list-style-type: none">• Improve and apply basic skills for Touch Rugby.• Think about how to use core skills, strategies and tactics to outwit the opposition.• Make informed decisions during small sided games and plan attacking principles.	<ul style="list-style-type: none">• Throwing and catching to develop fielding skills.• Understanding different fielding positions• Striking the ball off the Tee• Explaining the rules of T-ball whilst playing <ul style="list-style-type: none">• Sprinting• Developing Long Jump and Triple Jump skills.• Improving Javelin throw & Tee-ball throw• Practicing long distance running and relays <ul style="list-style-type: none">• Developing passing and receiving skills.• Learning about passing & outwitting an opponent.• Knowing when to tag• Attacking & outwitting opponents