



ENERGY



As readers and writers, we will know and remember:

Narrative

Floodland novel

- children will write character back stories, short stories and develop their inference and deduction reading skills.

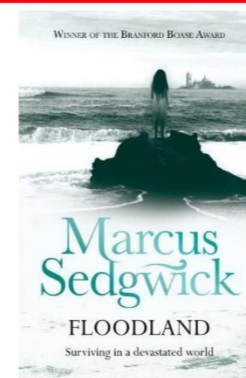
Letter Writing:

- ~ how to use formal and informal language depending on the purpose of the letter. Using characters from the Floodland story as the stimulus for writing.

Non – Fiction

Instruction Writing/Explanation Writing:

- ~ how to use imperative verbs, parenthesis and simple sentences to write clear instructions.



As Scientists we will know and remember:

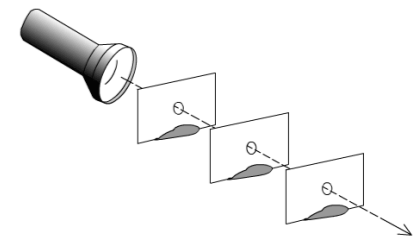
- ~ how to plan different types of scientific enquires to answer questions
- ~ how to make accurate measurements
- ~ how to make sensible predictions
- ~ how to conduct a fair test
- ~ how to report and present findings

Electricity

- ~ how to create a series and parallel electrical circuits
- ~ how to investigate the brightness of lamp
- ~ how to add a variety of components
- ~ how to draw and use simple diagrams of the circuits.

Light:

- ~ that light travels in a straight line
- ~ how light is reflected
- ~ how to draw and demonstrate light sources
- ~ how shadows are formed



As British citizens we will know and remember:

Sikhism & The Role of the Church:

- ~ by using correct words and phrase when discussing belief and religion
- ~ how and why religions have different views on how people should live their lives
- ~ my own views about religions and how people should live their life
- ~ the different sacred books of religions and how they are sometimes linked
- ~ my personal views about a range of important religious issues and discuss the views of others

RSHE

Happy and Healthy friendships/ Similarities and Differences

- ~ how to develop personal relationships
- ~ how to accept and recognise changes within relationships
- ~ how to create my online identity
- ~ how to deal with online bullying
- ~ how to recognise where I belong

As computer experts we will know and remember:

Programming:

- how to decomposing a program into an algorithm.
- how to write increasingly complex algorithms
- how to debug quickly and effectively to make a program more efficient.
- how to remixing existing codes to explore a problem.
- how to use and adapt nested loops.
- how to programme using the correct vocabulary
- how to evaluate a programme that has been coded

As food technologists we will know and remember:

- how to research, plan and prepare and cook a savoury dish, applying my knowledge of ingredients and my technical skills
- how to use information on food labels to inform choice
- how to research, plan and prepare and cook a savoury dish, applying my knowledge of ingredients



As artists we will know and remember

William Turner

- ~ the work and ideas of William Turner by explaining and justifying preferences towards his artistic styles.
- ~ How to create pieces of art taking into consideration the scale and proportion, simple perspective using the focal point and horizon.

Colour Wheel

- ~ the primary, secondary and tertiary colours
- ~ how the colour wheel helps artists to recognise colours that will complement each other.
- ~ how the eye works and how we see colour (linking back to our science learning)

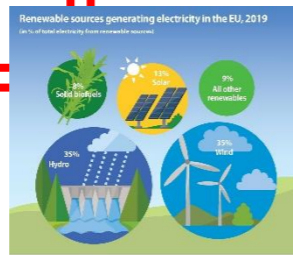
As Geographers we will know and remember:

Mapping Skills:

- Location of the worlds' countries using maps, atlases and globes to focus on Europe and North / South America: countries and major cities.
- the position and significance of: equator, arctic poles and Antarctica circle, northern hemisphere and southern hemisphere. (Recognising the extreme temperatures of the countries in these places and locating them on a map.)
- the position and significance of latitude, longitude, the tropics of Cancer and Capricorn, the Prime / Greenwich Meridian and time zones (including day /night)

Environmental Geography:

- different climate zones
- the physical features of volcanoes, earthquakes and tsunamis – linking to climate change, locating them on a map, the Earthquake Belt around the Pacific Ocean.
- cross sections of volcanoes, earthquakes and the earth in a tsunami.



Mathematicians we will know and remember:

Place Value

- ~ to read, write, order, compare numbers up to 1,000,000
- ~ to round whole numbers to the nearest 10, 100, 1000
- ~ to add and subtract powers of ten up to 100,000
- ~ to recognise a tenth, hundredth and thousandth in a decimal number
- ~ to round decimal numbers to the nearest whole number
- ~ to use knowledge of decimals to solve word problems involving measure and money.

Written Calculations:

- ~ to add and subtract whole numbers up to 5 digits
- ~ to understand when to exchange a 10, 100 or 1000 when completing addition and subtraction calculations
- ~ to multiply 1-digit numbers by 4-digit numbers
- ~ to multiply 2-digit numbers by 4-digit numbers using an appropriate method
- ~ to divide 1-digit number by a 4-digit number
- ~ to divide a 2-digit number by a 4-digit number
- ~ to recognise remainders in a division calculation

As athletes we will practice and develop key skills:

Circuit Training / Sports Hall Athletics

- ~ to take part in different athletics challenges and try to achieve a personal best:

 1. Speed Bounce – how many bounces can be done in 20 seconds?
 2. Standing long jump – how far can be jumped from standing position?
 3. Vertical jump – how high can be jumped?
 4. Skipping – how many skips can be done in 30 seconds?
 5. Shuttle run – how fast can 100 metres be run? This can be done in shuttles e.g. 5 - 20 metre sprints.

Year 6 will also take part in swimming sessions, dance session and football sessions led by a specialist PE teacher.

