

English

As readers and writers we will learn...

- To use different reading strategies to infer how character's are feeling in 'Pig Heart Boy'.

- To focus on how author's use language-choice to create a desired atmosphere in their writing.

- To write an imaginative diary entry from the point of view of a blood cell.

- To write a suspenseful fiction story inspired by Phillip Pullman's 'Clockwork' and Mary Shelley's 'Frankenstein'.



Science

As scientists we will learn...

- To identify and name the main parts of the human circulatory system, and describe the functions of the heart, blood vessels and blood



- To recognise the impact of diet, exercise, drugs and lifestyle on the way their bodies function

RE

As thinkers we will learn...

- To describe an important event and compare different people's accounts and experiences of this same event



- To evaluate and offer thoughtful comments about the beliefs of a person/community

Maths

As mathematicians we will learn...

- To multiply and divide up to 4-digit numbers by a 2-digit number using a formal method
- To interpret remainders in context
- Multiply simple pairs of proper fractions
- To calculate and interpret the mean as an average
- To compare and classify shapes based on properties, angles and symmetry.
- To calculate missing angles in triangles, quadrilaterals and regular



Year 6 Autumn 2 Curriculum

Hearts & Minds



Comparing the scientific facts of the circulatory system

As home learners we will learn...

- To observe and reflect upon the changes that happen to us while exercising outside of school.
- To vary our reading choices at home to expose ourselves to a mixture of genres and atmospheric writing.

Music

As musicians we will learn...

- To explore expressive singing in a part-song with echoes
- To sing major and minor note patterns accurately



PE/ Games

As sports people we will learn...

- To work as part of a team and understand attacking and defensive structures in rugby.



As gymnasts we will learn...

- To create a rhythmic sequence to music, reflecting tempo



Computing

As programmers we will learn...

- To use Excel spreadsheet to record data from a scientific enquiry about heart-rate
- To create data collection forms and enter data accurately from these
- To know how to check for and spot inaccurate data



PSHE / Circle Time

As citizens we will learn...

- Understand what is meant by the term habit and how habits can be hard to change
- Recognise that some substances and drugs are legal, some are restricted and some are illegal
- Understand about the difference between, and the



Design Technology

As designers we will learn...

- To research how mechanisms are used in a variety of contexts.
- To design and create our own cams-operated wooden toy, inspired by the clockwork models in Phillip Pullman's 'Clockwork' .
- To evaluate the effectiveness of our cams-operated toys.