

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 write an explanation text on how the human heart works.

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

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



Maths

As mathematicians we will learn...

- To use common factors to simplify fractions, and use common multiples to express fractions in the same denominations

To recall and use equivalences between simple fractions, decimals and percentages.

To add and subtract fractions with different denominators and mixed numbers, using the concept of equivalent fractions.

To compare and order fractions, including fractions larger than one.



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.



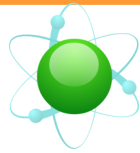
Science

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.

- To describe the ways in which nutrients and water are transported within animals, including humans.



Year 6 Autumn 2 Curriculum

Hearts & Minds

Comparing the scientific facts of the circulatory system with the darker fiction of artificial life.



Computing

As programmers we will learn...

-To develop our knowledge and understanding of using a computer to produce 3D models.

-To familiarise themselves with working in a 3D space, moving, resizing, and duplicating objects.

-To create hollow objects using placeholders and combine multiple objects to create a model of a desk tidy.

-To examine the benefits of grouping and ungrouping 3D objects, then go on to plan, develop, and evaluate their own 3D model of a building.



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.



PSHE / Circle Time

As citizens we will learn...

-To recognise what makes a positive, healthy relationship
-To develop the skills to form and maintain positive and healthy relationships

- To recognise that forcing anyone to marry is a crime
- To explore the use of prejudice-based language and know how to respond and ask for help

-To understand about the difference between, and the terms associated with, sex, gender identity and sexual orientation



French

As linguist we will learn...

-To pronounce the name of a sport accurately and confidently.

-To construct simple sentences to say whether or not they play a sport and whether or not they like a sport.

-To locate some countries on a map.

Identify some of the French country names using cognates and near cognates.

