

## English

### As readers and writers we will learn...

- To immerse ourselves into the works of Roald Dahl
- To up-level our vocabulary to write character descriptions based on the characters from Charlie and the Chocolate Factory in the form of a non-chronological report.
- To study the work of famous authors, and mimic their writing style to write an extra scene to a famous story book
- To vary our sentence types to ensure our writing is cohesive



## Maths

### As mathematicians we will learn...

- To recognise that shapes with the same areas can have different perimeters and vice versa
- To solve problems involving the calculation of percentages and the use of percentages for comparison
- To recognise when it is possible to use formulae for area and volume of shapes
- To recognise angles where they meet at a point, are on a straight line, or are vertically opposite, and find missing angles
- To recognise angles where they meet at a point, are on a straight line, or are vertically opposite, and find missing angles



## PE/ Games

### As sports people we will learn...

- To use throwing, striking, catching and tactical skills in the game of rounders



- To create a number of exercises and know about different types of fitness and create a strength circuit that can help improve my strength

## PSHE / Circle Time

### As citizens we will learn...

- To understand that education is a human right and why education is important.
- To understand some environmental issues relating to food and food production.
- To understand what prejudice and discrimination are.



## Year 6 Spring 2 Curriculum

### Charlie and the Chocolate Factory

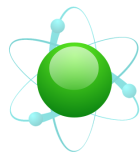


We will be immersing ourselves into the fictional world of Wonka's famous chocolate factory, and become authors of our own to build on Roald Dahl's famous story.

## Science

### As scientists we will learn...

- To compare sources of light and explain how the eye is protected from light.
- To describe how light travels and how we see luminous and non-luminous objects.
- To recall factors that affect the size of a shadow and describe how the distance between an object and the surface its shadow is cast on affects the size of the shadow.
- To use ray diagrams to explain why shadows change size and why the shape of a shadow matches the object that was cast.



## RE

### As thinkers we will learn...

- To accurately describe how the concept of changing emotions is contextualised within the events of Holy week and the ways in which Christians remember the events.
- To express creatively as well as describe our own responses to the idea of changing emotions.
- To recognise and describe examples of how their responses to changing emotions can be applied in their own lives and the lives of others.



## Computing

### As programmers we will learn...

- To decide where in a program to change a variable
- To make use of an event in a program to set a variable
- To recognise that the value of a variable can be used by a program
- To choose a name that identifies the role of a variable
- To test the code that I have written



## DT

### As designers we will learn...

- To create five apparatus designs, applying the design criteria to their work.
- To make suitable changes to our work after peer evaluation.
- To make roughly three different structures from our plans using the materials available.
- To complete our structures, improving the quality of our rough versions and applying some cladding to a few areas.
- To make a range of landscape features using a variety of materials which will enhance their apparatus.