



Topic and Year Group

'Into the Wild' (Year 6)

English

Core Text: 'The Explorer' by Katherine Rundell

- **Spelling, Punctuation and Grammar:**
 - Use a colon to introduce a list
 - Use commas to clarify meaning or avoid ambiguity in writing
 - Use brackets, dashes or commas to indicate parenthesis
 - Clauses and the three main sentence types
 - Cohesion in paragraphs using adverbials
 - Subordinating conjunctions in complex sentences
 - Edit and proofread work for correct use of SPAG
- **Non-fiction** Information Leaflets (on Brazil and the Amazon Rainforest) and Persuasive Letters (linked to deforestation)
- **Fiction** Narratives- Adventure Stories (set in South America/ the rainforest)

Maths

- **Statistics** (pie charts, line graphs and averages)
- **Measurement: Area and Perimeter** (perimeter, formulae for area and volume of different shapes, including parallelograms and triangles)
- **Ratio and Proportion: Percentages**
Solve problems involving the calculation of percentages and use percentages for comparison.
- **Measurement: Conversions** (read, write and convert between standard units, converting measurements of length, mass, volume and time, convert between miles and kilometres)
- **Number** (mental calculations with mixed operations, reasoning from known facts, BIDMAS)
- **Measurement: Volume** (use formulae for area and volume of shapes and calculate, estimate and compare volume of cubes and cuboids using standard units)
- **Open Ended Investigations and challenges involving:**
 - Annual Salaries
 - Mortgages
 - Bills
 - Hourly Rates

Science

Living Things in their Habitats:

- Describe how living things are classified into broad groups according to common observable characteristics and based on similarities and differences, including microorganisms, plants and animals.
- Give reasons for classifying plants and animals based on specific characteristics

Sports Science (Year 6 Revision Unit):

- Consolidating knowledge from objectives of all topics covered this year and applying this understanding to Sports

Working Scientifically:

- Record the results of a survey using a classification key
- Report and present findings using appropriate scientific language



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RE

Sikhi: How are sacred teachings and stories interpreted by Sikhs today?

- What a Sikh/non-Sikh might learn from a Sikh story
- How the teachings and example of one of the Gurus changed women's rights in Sikhi
- Recognise that stories can be an important way of expressing belief and meaning and can explain the relevance of a Sikh story

Humanism: How do inspirational people impact on how Humanists live today?

- How Albert Einstein, Charles Darwin and Alice Roberts might inspire a Humanist and say why

Spanish

¿Qué quieres ser de mayor? / What do you want to be when you grow up?

- Professions and jobs
- Me gusta/gustan... (I like...)
- 1st, 2nd, and 3rd person of the verb 'Llevar' (To wear), 'Querer ser' (To want to be), 'Jugar' (To play) and 'Tener' + 'Ser' and 'Estar' (To have + To be*)
- Spanish-speaking countries: **Bolivia**

Geography/History

- Countries and climates in South America
- The Andes
- Human Geography
- Trade and Industry
- In-depth study on a country in South America
- Comparison study with a country from South America to the UK
- Rio Carnival
- Amazon- Yanomami tribe and deforestation (global issue)

Art/D&T

Mythology and Storytelling

- Draw out component parts of a myth
- Reconstruct parts into a single piece of art

Trips/Events

- Isle of Wight -Residential
- Visit to The Houses of Parliament
- Careers Morning
- Sports Day
- 'Little Big Me' Day

PSHE/RSE

Relationships

- What is mental health?
- My mental health
- Love and loss
- Power and control
- Being online- real vs fake? Safe vs unsafe?
- Using technology responsibly

Changing Me

- My self-image
- Puberty
- Babies- conception to birth
- Boyfriends and girlfriends
- Adolescent friendships
- Real self and ideal self
- The year ahead



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STEAM

Interactive Posters (Rainforest)

- Design and build a 3D poster.
- Using electronics and code make the poster interactive.
- Add a communications element to the poster.

The Big Sporting Challenge. (Design and invention)

- Create and develop a new sport.
- Create easily built or freely available equipment for the sport.
- Test and refine your new sport.

Computing

Introduction to Python

- Develop knowledge and understanding of Python, text-based coding language.
- Using a text-based editor.
- Coding a Raspberry Pi Pico and creating a HID (Human Interface Device).

Data gathering (sport)

- Programming a Microbit to gather physical activity data (sport).
- Analysing data to make conclusions and predictions.
- Creating a performance improvement device using the Microbit.

E-safety

- Content, Contact, Conduct

PE

- Athletics
- Cricket
- Sports Day Preparation

Drama/Dance

Dance:

- Consolidating their knowledge of patterning and spatial awareness.
- Continuing to work on their musicality and memory recall to perform their dances independently.
- Refining the technique they have learnt over the past 4 years and will be showcasing this for Summer Pudding.

Drama:

- N/A

Music

- Sing a Samba
- Exploring the music of Heitor Villa-Lobos
- Rhythm Rumba

Yoga

- Learning a sun salutation and how to link asanas into a vinyasa flow whilst maintaining breath control.
- Focusing on stillness during breath control technique for relaxation and mindfulness.
- Breathing through finger touch, the three threes, and learning the tension and relaxation technique.