



Topic and Year Group

'Things that Go Bump in the Night!' (Year 6)

English

Core Text: Room 13

- **Spelling, Punctuation and Grammar:**

- Recognise vocabulary and structures that are appropriate for formal speech and writing, including subjunctive forms
- Use modal verbs or adverbs to indicate degrees of possibility
- Use relative clauses beginning with who, which, where, when, whose, that or with an implied (i.e. omitted) relative pronoun
- Use active and passive voice to make writing clearer and more precise
- Use brackets, dashes or commas to indicate parenthesis
- Use semicolons, colons or dashes to mark boundaries between independent clauses

- **Non-fiction** (Newspaper Reports)

- **Fiction** (Narrative- mystery/crime- stories, character descriptions, dialogue, suspenseful scenes, write own chapter based on fictitious events in the text)

- **Speaking and Listening/Oracy** (Discussions and Debates)

Maths

- **Ratio and Proportion** (scale factor, proportion problem solving, calculating percentages and percentage comparisons)
- **Statistics** (pie charts, line graphs, averages and illustrate, name and calculate parts of a circle including radius, diameter and circumference)
- **Number** (common factors, common multiples and prime numbers and use negative numbers in context)
- **Properties of Shape** (draw 2D shapes using angles, compare and classify shapes based on their properties, finding missing angles and recognise, describe and build simple 3-D shapes, including making nets)
- **Number – Division** (4 by two digits short and long division, written division methods where the answer has 2 decimal places and mental calculations)
- **Fractions, Decimals and Percentages** (Multiply simple fractions, divide simple fractions by whole numbers, use equivalences of fractions, decimals and percentages in different contexts and calculate fraction decimal equivalents)
- **Mental Arithmetic** (Weekly practice)

Science

Animals Including Humans:

- Identify and name the main parts of the human circulatory system, and describe the functions of the heart, blood vessels and blood
- Describe the ways in which nutrients and water are transported within animals, including humans
- Recognise the impact of diet, exercise, drugs and lifestyle on the way their bodies function

Evolution and Adaptation:

- Recognise that living things produce offspring of the same kind, but normally offspring vary and are not identical to their parents
- Recognise that living things have changed over time
- Identify how animals and plants are adapted to suit their environment in different ways and that adaptation may lead to evolution
- Recognise that living things have changed over time and that fossils provide information about living things that inhabited the Earth millions of years ago

Working Scientifically:

- Identifying scientific evidence that has been used to support or refute ideas or arguments



Topic and Year Group

'Things that Go Bump in the Night!' (Year 6)

RE

Christianity: Is anything ever eternal?

Different types of love, eternity, Christian beliefs in heaven and what actions a Christian might take to obtain eternal life, Christian beliefs in forgiveness and eternal life and how this might motivate a Christian to do good.

Christianity: Is Christianity still a strong religion over 2000 years after Jesus was on Earth?

Different types of festivals and celebrations and discuss what they demonstrate about Christianity, ways in which Christianity is influencing lives today regarding symbols and Christian organisations, why people may believe Christianity is still a strong religion today.

Spanish

Unit 2: What is your house like?

Parts of the house

Revision: Family

'There is/are' and 'There isn't/aren't'

1st, 2nd, and 3rd person of the verb 'Vivir' (To live) and 'Escribir' (To write)

Where is/are...?

House Chores

Project: Draw and describe your house

Spanish-speaking countries:

Spain

Geography/History

Geography

- Explore night-time natural events such as the Northern Lights, volcanoes, earthquakes, storms, and glowing oceans.
- Use maps and atlases to locate important places and patterns around the world.
- Understand why natural events happen and how they affect people.

History

- Learn about smugglers and crime in the past and why activities often took place at night.
- Investigate historical mysteries, including the Mary Celeste and Amelia Earhart.
- Study significant individuals, such as explorer Mary Kingsley.
- Use historical sources to explain events and make conclusions.

Art/D&T

- Learn how art and design changed from 1920 to 2000, moving from Modernism to Post-Modernism.
- Explore how Modernism introduced new ideas, materials and styles in art and architecture.
- Learn how Post-Modernism later became more playful, colourful and inspired by the past.
- Create Post-Modern style objects, inspired by designers such as Memphis and Alessi.

Trips/Events

- Hackney Citizenship Scheme
- Ufton Court Residential
- 'Superstan' Production
- Year 6 Careers Day with Dukes Education (InvestIN)
- Stratford & East London Music Festival

PSHE/RSE

Dreams and Goals

- Personal learning goals, in and out of school
- Success criteria
- Emotions in success
- Making a difference in the world
- Motivation
- Recognising achievements
- Compliments

Healthy Me

- Taking responsibility for their health and well-being
- Drugs
- Exploitation
- Gangs
- Emotional and Mental Health
- Managing Stress and Pressure



Topic and Year Group

'Things that Go Bump in the Night!' (Year 6)

STEAM

Kinetic Art

- Investigate and develop understanding of Kinetic art and some of the forces used to create moving 3D sculptures
- Develop knowledge and understanding of different materials, tools and techniques used to create Kinetic Art.
- Create a Kinetic art piece based on the topic 'Things that go bump in the night', for an exhibition at the end of term.

Computing

Introduction to JavaScript using web-based data visualisation software.

- Exploring data streams
- Creating audio reactive visuals
- Mix digital inputs
- Create generative evolving visuals

E-Safety

Using analogue and digital content, including quizzes and games, pupils will learn how to keep personal data safe, using the internet, media and apps safely and what to do if something happens.

Drama/Dance

- Learn and perform dance routines, working together in groups and as a whole class.
- Develop coordination, musicality, and performance skills in preparation for the production.
- Rehearse scripts, follow direction and work as part of an ensemble.
- Build confidence, clear voice projection, character skills, and stage presence through rehearsal and performance.

Music

- Chords and Cadences
- Mystery in Music
- Sinfonietta Composition Challenge

PE

- Rugby
- Netball
- Basketball
- Swimming

Yoga

Developing a union of body and mind encompassing new yoga movements such as soaring bird and kicking horse. Learning through mindfulness techniques to focus within, breathing the three threes.