

Music

Rainforest Sounds: body and tuned percussion.

- Identify the structure of a piece of music.
- Play a sequence in the correct order in time with their partner.
- Have two contrasting rhythms being played together.
- Have two different melodies being played together.

English

- **Science fiction stories:** Write a story opening and a new chapter inspired by *The Iron Man* by Ted Hughes.
- **Poetry: Take One Poet: Valerie Bloom:** Read, discuss and compare a range of poems by Valerie Bloom. Write our own poetry inspired by Valerie's. Perform poetry to an audience.
- **Formal and informal letters:** Compare and contrast the language and structure of different types of letters. Write a formal letter of application, inspired by *Cosmic* by Frank Cottrell Boyce.
- **Myths:** Create monsters and retell a Greek myth from *The Adventures of Odysseus*.
- **Biographies:** Research and write a biography of the life of a significant woman from history.
- **Persuasive Writing:** Using non-fiction texts, research and write a persuasive piece on an issue relating to biodiversity and rainforests.
- **English skills building:** Weekly activities to boost knowledge, vocabulary and skills in reading, grammar and spelling.

RE

- **Why do some people believe in God and some not?** Reasons people may have a faith; faith in our community; exploring pupil's world views.
- **Sadness and Joy:** themes of Easter.

French

- **Le bonhomme de pain d'épices:** Build language skills through the medium of story.
- **Je vais à l'école:** Learn about daily life in a French school. Explore subjects and timetables.
- **Dictionary skills:** Build familiarity with using a bilingual dictionary; explore gender.

Science

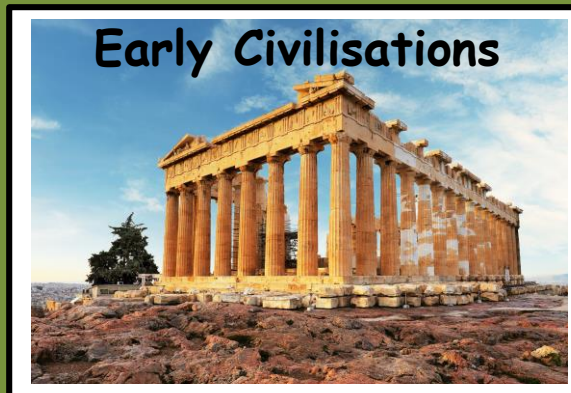
Evolution and Inheritance

- Explore how characteristics pass from parents to offspring.
- Investigate how organisms adapt to their environments.
- Explore Evolutionary theory and the processes of inheritance, variation, adaptation and natural selection.
- Examine the fossil record for evidence of evolution.

Classification

- Explore how living things, including micro-organisms, plants and animals are classified into groups based on common characteristics, similarities and differences.
- Discover which features are useful for classifying organisms.
- Use classification systems and keys to identify living things.

Working Scientifically: Build practical science skills through investigations, model creation and research.



Geography

- **Geography:** Use world maps to locate continents and countries; locate different Ancient Civilisations; identify key topographical features; compare similarities and differences over time; detailed study of Ancient Greece.

History

- **History:** Analysing the **impact and significance of Ancient Civilisations**; Ancient Sumer; Indus Valley; Shang Dynasty; Kingdom of Benin; in-depth study of the Ancient Greeks.

Maths

- **Ratio** (Year 6): calculating ratio; using scale factors.
- **Fractions, Decimals and Percentages:** add, subtract, multiply and divide decimals; convert between fractions, decimals and percentages.
- **Converting Units of Measurement:** metric and imperial measures.
- **Area, Perimeter and Volume:** calculating perimeter, area and volume of different shapes.
- **Geometry:** position and direction; measuring and calculating angles.
- **Problem solving investigations and challenges.**
- **Maths skills building:** Weekly activities to revise and practise previous learning, times tables and mental maths skills.

Computing

Creating Media-Video Editing: history of moving images; recording devices; editing for quality. **Programming- Selection in Quizzes:** use sequence, selection, and repetition; variables and forms of input and output; logical reasoning; how some simple algorithms work; detect and correct errors.

PE

- Developing fundamental movement skills.
- Commando Joe's group activities.
- Football.
- Athletics.

Art

- **Sculpture:** Exploring indigenous Australian art. Creating dot paintings of Australian animals followed by clay sculptures inspired by indigenous Australian art techniques.

DT

- **Mechanical Systems:** Designing and creating using pulleys and gears.

PSHE

Living in the Wider World

- What decisions can people make with money? Vault online **understanding money** course.
- How can the **media influence** people? Learn about risk in everyday situations; risk in relation to gambling; analyse information to make a judgement about probable accuracy.