

Year 6	Summer 1 Revolution!	Summer 2 Waterpark/Transition
R.E	Spreading The Word <ul style="list-style-type: none"> know how the Apostles changed when they received the Holy Spirit the early Christian community the cure of a lame man; know about the first conversions and Peter's address to the people the persecution of the Apostles; know the story of Peter in prison and how he escaped the preaching of Paul be aware of the power of the Holy Spirit working in the Apostles and that this same Spirit is given to us 	This is my body <ul style="list-style-type: none"> know that we were made to love and be loved ways in which we show love for others and for God
Science	Living Things and their Habitats (Biology) CONTINUED <ul style="list-style-type: none"> describe how living things are classified into broad groups according to common observable characteristics and based on similarities and differences, including micro-organisms, plants and animals give reasons for classifying plants and animals based on specific characteristics Key vocabulary: Classification, vertebrates, invertebrates, micro-organisms, amphibians, reptiles, mammals, insects	Evolution (Biology) <ul style="list-style-type: none"> recognise that living things have changed over time and that fossils provide information about living things that inhabited the Earth millions of years ago recognise that living things produce offspring of the same kind, but normally offspring vary and are not identical to their parents identify how animals and plants are adapted to suit their environment in different ways and that adaptation may lead to evolution Key vocabulary: Fossils, adaptation, evolution, characteristics, reproduction, genetics
Computing	Programming <ul style="list-style-type: none"> write a program which follows an algorithm to achieve a planned outcome and make a game (using Scratch) create variables on the game record in some detail the steps (the algorithm) that are required to achieve an outcome and refer to this when programming 	
History	The Victorians <ul style="list-style-type: none"> comparing the lives of rich and poor the life of Queen Victoria crime and punishment in Victorian England homes and chores in Victorian times Victorian inventions 	
Geography	The British Empire locate the countries of the British Empire on maps and in Atlases	
Art	Printing <ul style="list-style-type: none"> sketches of William Morris' wallpapers and fabrics creating prints using polystyrene tiles 	Set design <ul style="list-style-type: none"> Creating props and backdrops for the Leavers' Play
D.T	Textiles <ul style="list-style-type: none"> Embroidery and weaving to create a Victorian sewing sampler 	Enterprise <ul style="list-style-type: none"> Planning and making of their own product to sell at the school summer fair
Spanish	Leisure <ul style="list-style-type: none"> dialogue in a café/restaurant including preferences – 'Me gusta el te con azucar'. <i>I like tea with sugar.</i> giving and understanding prices – 'El café cuesta tres euros'. <i>Coffee is three euros.</i> 	Celebrating Spanish <ul style="list-style-type: none"> design menu including Spanish ingredients describe ingredients using new vocabulary – picante (spicy), dulce (sweet) etc.
Music	<ul style="list-style-type: none"> play and perform in solo and ensemble contexts, using their voices and playing musical instruments with increasing accuracy, fluency, control and expression develop an understanding of the history of music appreciate and understand a wide range of high-quality live and recorded music drawn from different traditions and from great composers and musicians 	
P.E. Developing fundamental movement skills through:	Rounders <ul style="list-style-type: none"> take on different roles within the team adapt the game accordingly Tennis <ul style="list-style-type: none"> use a range of ground strokes play a competitive game 	Athletics <ul style="list-style-type: none"> run, jump and throw proficiently improve on a personal best Cricket <ul style="list-style-type: none"> perform in a competitive game