

Autumn One in Year 6

English

Writing based on *Gorilla* by Anthony Browne

Adventure narrative

- Describe settings, characters and atmosphere
- Integrate dialogue to convey character and advance the action
- Propose changes to vocabulary, grammar and punctuation to enhance effects and clarify meaning
- Proof-read for spelling and punctuation errors

Comprehension:

- Draw inferences (characters' feelings, thoughts and motives); justify with evidence
- Predict from details stated and implied
- Summarise main ideas, identifying key details
- Identify how language, structure and presentation contribute to meaning
- Evaluate authors' language choice

Spelling, Punctuation & Grammar:

- Use expanded noun phrases to convey complicated information concisely
- Use passive verbs
- Link ideas across paragraphs using a wider range of cohesive devices (e.g. repetition, adverbials, ellipsis)
- Integrate dialogue to convey character and advance the action



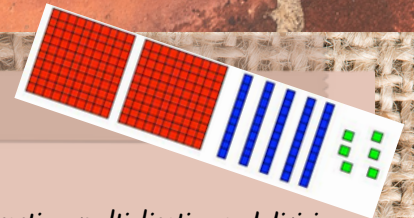
Science



Living Things and their Habitats

- Classify plants and animals based on specific characteristics.
- Describe how living things are classified in to broad groups using the Linnaean System.
- Identify the characteristics of mammals, birds, insects, reptiles, amphibians, fish, arachnids, annelids, crustaceans, echinoderms and molluscs.
- Describe helpful and harmful microorganisms.
- Identify the characteristics of different types of microorganisms.
- Classify organisms in our local habitat.

Maths



Number:

Place Value: Addition, subtraction, multiplication and division.

Numbers up to 10 million

- Add and subtract integers
- Common factors
- Common multiples
- Rules of divisibility
- Prime numbers to 100
- Square and cube numbers
- Multiply up to a 4 digit number by a two-digit number
- Short and long division

Computing

Coding:

- Designing and making a more complex program
- Children can create a program that makes use of functions.
- Children can follow flowcharts to create and debug code.
- Children can attribute variables to user input.



Art/DT



Art- Drawing

- Focus on work by the artist Frida Kahlo.
- Know how to draw enlarged images and use scale to create abstract forms.
- Draw facial features, understanding scale and proportion.
- Draw a self-portrait including a surreal background.

Design & Technology - Food and Nutrition

- Explore nutrition and food from other cultures.
- Know what street foods are.
- Make a burrito, savoury pastry and bread dough.
- Evaluate outcomes.



History

The Mayans

- To explore where and when the remains of the Mayan ruins were discovered.
- To find out about how the Mayan civilisation developed over time.
- To find out about the city states of the Maya and how society was organised.
- To learn about Mayan religion and beliefs.



RE

Islam

Theme: Belief & Practices

What is the best way for a Muslim to show commitment to God?

- To understand why people show commitment in different ways.
- Describe how different practices enable Muslims to show their commitment to God and understand that some of these will be more significant to some Muslims than others.
- To think about commitments in their own lives and why these are so important.



French

Listen, speak, read and write French words and phrases related to actions.



PSHE



Rights and Respect

- Caring for the environment
- Democracy in Britain
- Stereotypes

Music

Charanaga - Happy
Classroom Jazz

Listen, appraise, sing and play musical instruments.



PE

Orienteering.

- Develop communication skills.
- Learn basic safety skills.
- Work cooperatively in groups.
- Participate in competitive orienteering activities.



Netball & Basketball

- To develop competitive invasion skills.
- To understand the importance of rules and how these facilitate the flow of a game.
- Develop leadership skills.
- Take on different roles within a game.

