MATHS: -

* Place Value
* Four operations
* F/D/P
* Angles
* Problem Solving
* Shape
* Ratio and Proportion

Immersion: On first day of theme, classrooms are set up as a crime scene – children are challenged to find the clues to who could have done this.

Visit: Police of community support officer to discuss the crime and punishment topic.

Visitor: Artist -

Outcome: Children to create and advertise a set of gadgets. Invite parents to ‘science day’ at the end of term.

PE:

SCIENCE :– **Evolution and Adaptation**

Light – Children will understand how light travels. They will investigate transparent, translucent and opaque objects and how light reacts when it meets these objects. Children will also investigate shadows and how they are formed.

This will feed into their gadget work as they will be able to incorporate lights into the design.

Electricity – Children will design, draw and create circuits for their gadgets.

COMPUTING: -

Design an animation from one of the scenes from Stormbreaker using Scratch.

Coding/ Programming – Children will create their own Stombreaker game.

HISTORY:

Crime and Punishment – from Anglo Saxons to present day.

GEOGRAPHY:

Make comparisons between local area and Brecon Beacons.

Make comparisons between America and UK.

In depth study of physical geography of America- spy mission.

Investigate the Antarctic.

DT & ART: **-**

Design and make spy gadgets – night vision goggles, walkie-talkies etc.

Write an advertisement for the product.

YEAR 6

Autumn

‘Stormbreaker’

Main text: Stormbreaker

Complementary texts: How to be the best at everything.

Children will become spies for the next term. They will investigate characters, plan missions by gaining an understanding of different geographical locations and understand how crime and punishment work. They will follow Alex Rider’s journey through Strombreaker and put themselves in his position along the way.

PSHE: - **Going for goals**

Children to explore how to set and achieve goals.

Work on 6Rs to embed understanding.

ENGLISH : **Linked to theme**

Explenation of how to us the spy gadget.

Advert – Spy Gadget

Diary entries as characters from the book.

Setting description – based on scenes from the book.

Character descriptions – based on characters from the book.

Actions sequences – based on events in the book.

Narrative - Based on car crusher scene

Biography – based on characters from the book

Explanation – How to be a spy

MUSIC :

* Mr Brown –
* Guitars

**French**

Children work as undercover spies learning how to hold conversations in French.