

# St. Anne's Catholic Primary School

# Year 6 Medium Term Plan 'Animal Kingdom'



#### RE

# Unity (continued)

Pupils will be able to identify Scripture passages and parts of the Eucharistic Liturgy, which explain Catholic belief in the presence of Christ in the Eucharist.

#### Death and New Life

Children will be able to show understanding of how religious belief in death and new life shapes life.

#### **Maths**

#### Measurement, Ratio and Proportion

Pupils will use, read, write and convert between standard units, converting measurements of length, mass, volume and time. They will also solve problems involving the relative sizes of two quantities where missing values can be found by using integer multiplication and division facts.

#### Area, Perimeter and Volume of Shape

Children will recognise that shapes with the same areas can have different perimeters and vice versa. They will learn when it is possible to use the formulae for area and volume of shapes.

### **English**

#### Debate

Children will write a discursive essay and participate in a formal debate, inspired by the short story The Dancing Bear by Michael Morpurgo.

# **Classic Poetry**

Children will explore the poem 'The Rime of Ancient Mariner', aiming to understand and discuss meaning and context.

### **Driver Subject — Science**

#### Living Things and their Habitats (Classification)

Pupils will describe how living things are classified into broad groups according to common observable characteristics and based on similarities and differences, including microorganisms, plants and animals.

Children will also give reasons for classifying plants and animals based on specific characteristics.

# **Scientific Enquiry**

# Identifying and Classifying

Children will use classification systems and keys to identify some animals and plants in the immediate environment.

#### Research

Pupils will research unfamiliar animals and plants from a broad range of other habitats and decide where they belong in the classification system. Children will also find out about the significance of the work of scientists and pioneers of classification.

# History—The Norman Conquest

### Chronology

Pupils will sequence events and periods through the use of appropriate terms relating to the passing of time (empire, civilisation, parliament, peasantry...).

They will also identify where periods studied fit into a chronological framework by noting connections, trends and contrasts over time.

### **Enquiry, Interpretation and Using Sources**

Children will begin to recognise why some events, people and changes might be judged as more historically significant than others.

# Computing

# Information Technology

Children will code programs that take text input from the user.

Pupils will aim to attribute variables to user input.

Children will be aware of the need to code for all possibilities when using user input.

#### Music

Pupils will know that time and place can influence the way music is created, performed and heard.

Children will make informed suggestions of suitable pieces of music for various occasions.

They will also develop a better understanding of the history of music and investigate the different eras of music.

# PE—Gymnastics

### **Developing Skills**

Pupils will continue to develop sport specific skills, applying them with control and precision.

### **Application of Skills**

Children will create and perform longer sequences of actions with a partner that show an awareness of their audience.

### **Evaluating Success**

Identify aspects of their own and others' performances that need improvement and suggest how to improve them.

### Languages—French

Pupils will listen attentively and understand more complex phrases and sentences, joining in to show understanding.

Children will speak in sentences using familiar vocabulary, phrases and basic language structures.

Pupils will also write in sentences using familiar vocabulary, phrases and basic language structures with increasing accuracy.

# **Collaborative Learning**

Discuss and debate the topic of animals used for entertainment with our peers, using Microsoft Teams to communicate between classes.