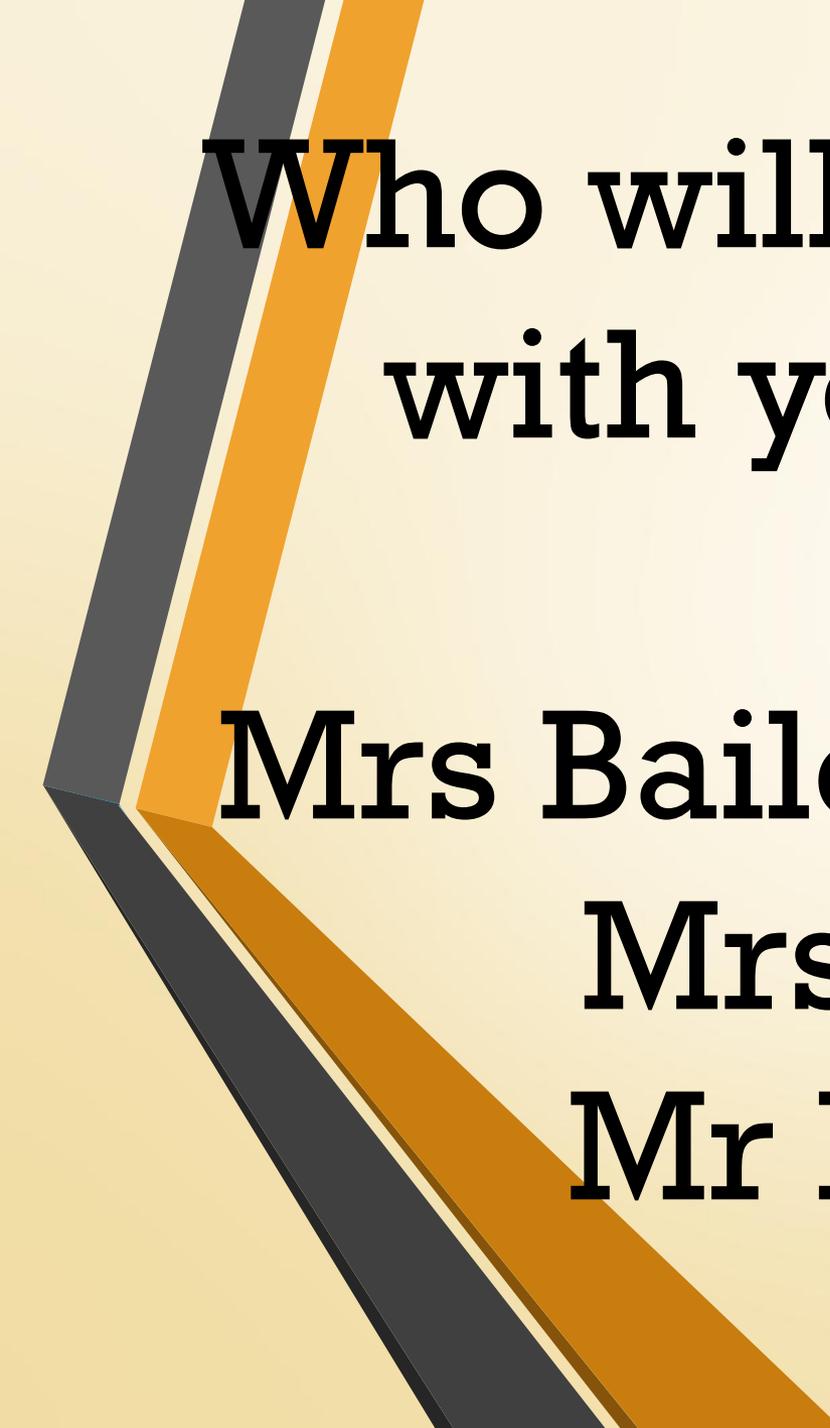




**Meet the  
teacher  
Year Six  
Oak Class**



**Who will be working  
with your child?**

**Mrs Bailey Miss Hart  
Mrs Snape  
Mr Birchall**

# What will we learn this year?

## Curriculum

Home >> Children >> Class Pages >> Oak Class Year 6 >> Curriculum

### Autumn 1

English	Maths	RE
<p><b>A Monster Calls</b> by Patrick Ness</p> <p>This half term we will be writing a Tale of Fear, persuasive writing and non-chronological reports.</p> <p>This is the grammar we will be focusing on:</p> <p>Adjectives and adverbs</p> <p>Figurative language (personification, metaphor, hyperbole, onomatopoeia)</p>	<p><b>Place Value</b></p> <p>Step 1 Numbers to 1,000,000 Step 2 Numbers to 10,000,000 Step 3 Read and write numbers to 10,000,000 Step 4 Powers of 10 Step 5 Number line to 10,000,000 Step 6 Compare and order any integers Step 7 Round any integer Step 8 Negative numbers</p> <p><b>Addition, subtraction, multiplication and division</b></p> <p>Step 1 Add and subtract integers Step 2 Common factors Step 3 Common multiples Step 4 Rules of divisibility Step 5 Primes to 100 Step 6 Square and cube numbers Step 7 Multiply up to a 4-digit number by a 2-digit number Step 8 Solve problems with multiplication Step 9 Short division Step 10 Division using factors Step 11 Introduction to long division Step 12 Long division with remainders Step 13 Solve problems with division Step 14 Solve multi-step problems Step 15 Order of operations Step 16 Mental calculations and estimation Step 17 Reason from known facts</p>	<p><b>Family – Do you have to earn love?</b></p> <p>My Family and how I show love</p> <p>What does unconditional love mean?</p> <p>Prayer and reflection in relation to love</p> <p>Forgiveness and mercy</p> <p>God's love is never ending and enduring</p> <p>We will be looking at Psalms, Scriptures and parables to explore this key question</p>
History	Art	Computing
<p><b>In-depth study of empires and civilisations</b></p> <p>Understand the concept of an empire and its impact.</p> <p>Compare ancient civilisations.</p> <p>Investigate the role and development of parliaments.</p> <p>Explore the social hierarchy and role of peasantry.</p> <p>Analyse the impacts of different empires on conquered regions.</p>	<p><b>Drawing – Make My Voice Heard</b></p> <p>To explore expressive drawing techniques.</p> <p>To consider how symbolism in art can convey meaning.</p> <p>To apply understanding of the drawing technique chiaroscuro.</p> <p>To apply an understanding of impact and effect to create a powerful image.</p>	<p><b>Coding</b></p> <p>To design a playable game with a timer and a score.</p> <p>To plan and use selection and variables.</p> <p>To understand how the search command works.</p> <p>To use functions and understand why they are useful.</p> <p>To understand how functions are created and called.</p> <p>To use flowcharts to test and debug a program.</p> <p>To create a simulation of a room in which devices can be controlled.</p>

Where can you find this information?

# School website

## www.smgprimary.co.uk



# Timetable

**PE Kit – Everyday**

**Monday and Thursday**

**Homework – Out Tuesday. In Monday.**

**Spelling - Out Monday. Test on Friday**

**Reading – Everyday**

**Split teaching with Miss Hart**

# **RE – Magister**

New  
Scheme

Creation and Covenant  
Prophecy and Promise  
Galilee to Jerusalem  
Desert to Garden  
To the Ends of the Earth  
Dialogue and Encounter

# **Reading**

**Daily reading at home is essential**

**20 minutes per day**

**Reading Plus 3x a week**

**It is vital that reading is shared with you each day. We practise daily in school through a wide range of activities.**

# **PE**

**PE days – Monday and Thursday**

**A fully named PE kit  
must be kept in school**

**T-shirt**

**Hoodie**

**Shorts, Trackies, Leggings**

**Pumps or trainers**

**Named draw string bag**

# Homework

- Given out on a Tuesday and in on the following Monday.
  - Purple Mash
  - Reading Plus
  - Spelling Shed
- Timestables Rockstars
  - Maths Shed



# **Punctuality and Attendance**

**Arriving in class before 8.40am is a MUST!**

**Repeated late arrivals can have a serious effect on the emotional well being of the child.**

**PLEASE BE ON TIME!**

**It is expected that your child will be in school each day. If your child is ill please call school to explain why they will be absent.**

# **Other essentials**

- **Correct uniform should be worn each day**
  - **Black shoes not boots**

**(Ensure that all items are clearly named)**
- **Provide a clearly named water bottle**

**Plain water please.**
- **ClassDojo – this is our communication system. Please ensure you are signed up so that you can keep up with events in school.**

# Head Boy, Girl and Prefects

## Application Deadline – Friday 19<sup>th</sup> Sept



Expectations

Maintaining the standard

Votes

# SATs

Monday, May 11, 2026 to Thursday, May 14, 2026

SPaG

Spellings

Punctuation and Grammar

Reading

Maths

Arithmetic

Reasoning

Meeting around March/April time to answer questions

# High School Applications

CORPUS CHRISTI CATHOLIC HIGH SCHOOL



**Open Evening**

Wednesday 17 September 2025

6.00pm – 8.30pm

[Corpus Christi Catholic High School  
New-supplementary-form-2025.pdf](#)

## Deadline October 31<sup>st</sup> 2025

[Starting secondary school \(Year 7\) - Lancashire County Council](#)



# Hothersall Lodge December 15<sup>th</sup> 2025



The bunks

We get muddy





Then we get clean



Climbing trees



Archery



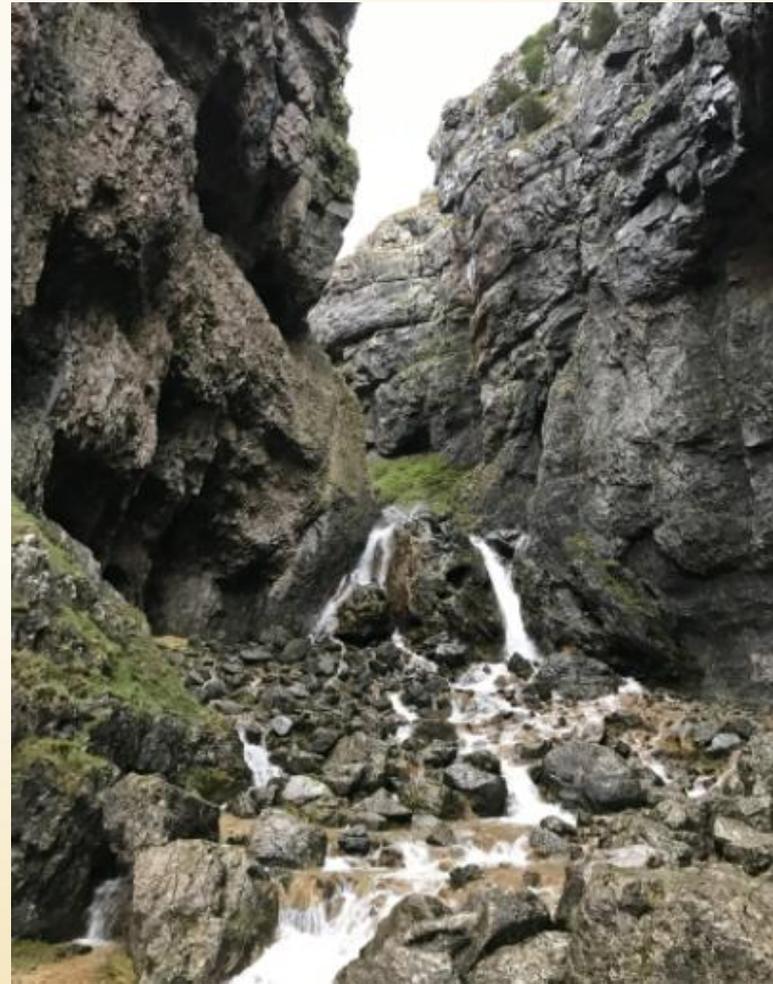
Cycling



Rock climbing and abseiling



Day hike to Malham Cove, Janet's Foss and Gordale Scar



# Organisation

- Depart 9:30am – two mini busses and one trailer
- Arrive at Hothersall to set up our rooms
- During the day we split into three groups
- Evening activities are split into two
- Children will be sleeping in bunks with one other friend – to be decided
- One member of staff will sleep in each (girls and boys) dorm plus an additional
- Mrs Snape will attend each day
- Depart from Hothersall to arrive back at school by TBC
- Children must be collected by an adult

# Worries...

- Medicine
- Night time
- Missing home – calling home
- Wetting the bed
- The food
- Bugs
- The activities – fears
- Being sick

# Kit list

## Kit List for your Visit

If you have Walking boots and Wellington Boots, please bring them with you. Otherwise they will be provided for you. Hathersall will also provide: waterproof coat, waterproof pants, rucksack, thick fleece, canoeing waterproof and all the technical equipment your child might need for each activity.

You must also bring with you a packed lunch for your first day. Try and think about things that you can throw away after – there is no need for a lunch box, a plastic bag is fine. If you would like to order a school packed lunch are entitled to free school meals for the trip.

### All Visits

#### Clothing

Clothes may get dirty and/or wet, therefore you should bring several changes of clothes for doing activities

- Tops and Jackets
  - Lots of T-shirts
  - Several Long sleeved shirt/T-shirts

#### Footwear

- Pair of trainers
- Pair of old shoes
- Indoor footwear

#### Other Items

Lancashire

Outdoor  
EDUCATION

- shirts
- Waterproof Jacket (if you have one)
- Lots of Fleeces / Jumpers
- Trousers or Leggings (not jeans as they get heavy and cold when wet)
- Plenty of Underwear and Socks (Socks will need to cover ankles to do some activities) (thick socks are great for cold weather)

#### Other Items

- Towel for after activities
- Towel for showers
- Reusable drinks bottle
- Small rucksack/Bag (if you have one)
- Labelled bin bag for wet and dirty clothing



#### Extra Items for Residential visitors

- 1 or 2 sets of clothes for the evening
- Suitable nightwear
- Book, teddy etc
- Pair of dry shoes for evening activities
- Washbag including soap, shampoo, toothbrush and toothpaste (please do not bring aerosols)

#### Don't bring

Phones, electrical items, aerosols, expensive clothes/trainers, toys.

#### Travelling in the winter

- Warm coat
- Hat and gloves

# What you don't need...

- Phones
- Electricals
- Expensive clothes/trainers
- Lots of food



Any questions...?