

Year 6 Summer 2 Curriculum Leaflet

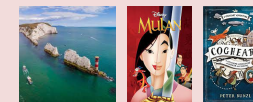


SCIENCE: Electricity Understand how you can change the brightness of a lamp or volume of buzzer in terms of voltage of cells in circuit, compare components of circuit, e.g brightness of bulbs and loudness of buzzers, use symbols when representing simple circuits.

ENGLISH:

Key texts: Mulan script, Cogheart by Peter Bunzl

Outcomes: Travel GUide (to inform), production play scenes (to entertain), staging explanation text (to explain)



MATHS: Host Mathstonbury - maths week.

Ratio and proportion. Calculating using knowledge of structures, solving problems with two unknowns: expressing with bar models, rearranging and balancing equations.

Order of operations: knowledge of the distributive law and applying it to division expressions with a common divisor. Mean average.

HISTORY and GEOGRAPHY:

UK - Geographical Region in a European Country Study (Isle of Wight)- understanding geographical similarities and differences through studying human and physical geography. Use fieldwork to observe, measure, record and present the human and physical features in the local area, using a range of methods, including sketch maps, plans and graphs, and digital technologies. Draw a variety of thematic maps based on data. Use a scale to measure distances. Draw/use maps and plans at a range of scales. Plan and present a self-directed project. Choose reliable sources of evidence to answer questions, realising that there is often not a single answer to historical and geographical questions. Describe some of the different technological, scientific, cultural and aesthetic achievements from the past.

COMPUTING:

Programming B - Sensing. Create a program to run on a controllable device. Design and develop a program to use inputs and outputs on a controllable device.

PHYSICAL EDUCATION: Focus on Olympics and Paralympics for Paris 2024

INSPIRE, FRIENDSHIP, OLYMPIAN: Opportunity for pupils to enjoy communicating, collaborating and competing with each other.

COMPETE, SUCCESS, DEFEAT : Object control – developing coordination and control. Play competitive games, modified where appropriate... applying basic principles of attacking and defending- Arsenal Coaches.



RE: Concept - Wisdom Unit - Are sacred books wise? Cross faith

PSHE: Relationships Education- To understand the difference between a healthy and unhealthy relationship and that relationships change over time.

Health Education - to revisit changes and concerns about changes during puberty. Mental Wellbeing - Be able to identify the differences between primary and secondary school and how it might feel to move to secondary school.

Sex Education - Non Statutory: The difference between an adult intimate/loving relationship and other types of relationships. Conception and pregnancy.

ART & DESIGN

Design focus: electric circuits

Children will work with an artist to make a piece of artwork that includes an electrical circuit.

Skills: Draw on market research to inform design. Select appropriate tools and materials. Assemble components to make working models. Aim to make and to achieve a quality product. Demonstrate and make modifications. Construct products using permanent joining techniques. Know how more complex electrical circuits and components can be used to create functional products. Know how to reinforce and strengthen a 3D framework. Accurately apply a range of finishing techniques.

MUSIC: End Of Year production - Accurate performance of songs and music, showing good technical ability and understanding of pieces.

FRENCH: Moi dans le monde (Me in the World). Learn about other French-speaking countries, the currencies, flags, cultural celebrations and traditions of those countries.