



**YEAR 6: Autumn**



**History: World War II**  
**Science: Living things and their habitat and Light**

**HISTORY**

Hi6: Study an aspect or theme in British History that extends pupils' chronological knowledge beyond 1066.

**RELIGIOUS EDUCATION**

U2.10 What does it mean to be a Jewish person in Britain today?

**PSHE**

Economic Well-being

**SCIENCE**

Sc LT1: Describe how living things are classified into broad groups according to common observable characteristics and based on similarities and differences, including micro-organisms, plants and animals.

Sc LT2: Give reasons for classifying plants and animals based on specific characteristics.

Sc L1: Recognise that light appears to travel in straight lines.

Sc L2: Use the idea that light travels in straight lines to explain that objects are seen because they give out or reflect light into the eye.

Sc L3: Explain that we see things because light travels from light sources to our eyes or from light sources to objects and then to our eyes.

Sc L4: Use the idea that light travels in straight lines to explain why shadows have the same shape as the objects that cast them.

Sc WS1: Plan different types of scientific enquiries to answer questions, including recognising and controlling variables where necessary.

Sc WS2: Take measurements, using a range of scientific equipment, with increasing accuracy and precision, taking repeat readings when appropriate.

Sc WS3: Record data and results of increasing complexity using scientific diagrams and labels, classification keys, tables, scatter graphs, bar and line graphs.

Sc WS4: Use test results to make predictions to set up further comparative and fair tests.

Sc WS5: Report and present findings from enquiries, including conclusions, causal relationships and explanations of and degree of trust in results, in oral and written forms such as displays and other presentations.

Sc WS6: Identify scientific evidence that has been used to support or refute ideas and arguments.

**ART & DESIGN**

AD1: Create sketch books to record their observations and use them to review and revisit ideas.

AD2: Improve their mastery of art and design techniques, including **drawing**, painting and sculpture with a range of materials (eg pencil, charcoal, paint, clay).

AD3: Find about great artists, architects and designers in history.

**COMPUTING**

DL11: Understand the opportunities computer networks offer for collaboration

CS17: Use selection in programs

CS18: Work with variables

CS19: Use logical reasoning to explain how some simple algorithms work