

**Year 6 Summer 2
All the World's a
Stage
Shakespeare**

Computing

Pupils should be taught to:

- design, write and debug programs that accomplish specific goals; including controlling or simulating physical systems and solving problems by decomposing them into smaller parts

Computing

Pupils should be taught to:

- use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.

Art & Design

Pupils should be taught to:

- Select and develop ideas confidently, using suitable materials confidently
- Improve quality of sketchbook with mixed media work and annotations.

Art & Design

Pupils should be taught to:

- Use first hand observations using different viewpoints, developing more abstract representations Introduce perspective, fore/back and middle ground Investigate proportions.

Computing

Pupils should be taught to:

- use sequence, selection and repetition in programs; work with variables and various forms of input and output

Art & Design

Pupils should be taught to:

- to select own images and starting points for work
- Use a range of mediums on a range of backgrounds work indoors and outdoors.

Art & Design

Pupils should be taught to:

- Show total qualities using cross hatching, pointillism, sidestrokes, use of rubber to draw/highlight.

Computing:

Pupils should be taught to:

- use search technologies effectively, appreciate how results are selected and ranked and be discerning in evaluating digital content

Art & Design

Pupils should be taught to:

- Develop artistic/visual vocabulary when talking about own work and that of others Begin to explore possibilities, using and combining different styles and techniques.

Computing

Pupils should be taught to:

- use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report about content.

Music

Pupils should be taught to:

- improvise and compose music for a range of purposes using the inter-related dimensions of music
- develop an understanding of the history of music.

Music

Pupils should be taught to:

- play and perform in solo and ensemble contexts, using their voices and playing musical instruments with increasing accuracy, fluency, control and expression.

Music

Pupils should be taught to:

- use and understand staff and other musical notations
- appreciate and understand a wide range of high-quality live and recorded music drawn from different traditions and from great composers and musicians.

Languages: SPANISH

learning a foreign language is a liberation from insularity and provides an opening to other cultures. A high-quality languages education should foster pupils' curiosity and deepen their understanding





