



HALF TERMLY CURRICULUM OVERVIEW Spring Term (1) 2021 Year Group - 6

Week	1	2	3	4	5	6
DATE	4/1/21 4 days (4 th INSET)	11/1/21	18/1/21	25/1/21	1/2/21	8/2/21
Events	6 th Monitoring EWO	12 th Governors 6pm				9 th Governors 6pm
Visits and Visitors						
English	<p>Poetry – Cloudbusting To tell a story through poetry, making choices about poetic devices</p> <p>Letters demonstrating levels of formality dependent on who is writing the letter</p>	<p>Poetry – Cloudbusting To tell a story through poetry, making choices about poetic devices</p> <p>Letters demonstrating levels of formality dependent on who is writing the letter</p>	<p>Narrative – The Lost Thing</p> <p>To plan and draft an effective story showing an understanding of how choices made will impact on the reader; to edit and re draft our narrative to improve the desired effect on the reader</p> <p>Extended narrative integrating dialogue effectively</p>	<p>Narrative – The Lost Thing</p> <p>To plan and draft an effective story showing an understanding of how choices made will impact on the reader; to edit and re draft our narrative to improve the desired effect on the reader</p> <p>Extended narrative integrating dialogue effectively</p>	<p>Narrative – The Lost Thing</p> <p>To plan and draft an effective story showing an understanding of how choices made will impact on the reader; to edit and re draft our narrative to improve the desired effect on the reader</p> <p>Extended narrative integrating dialogue effectively</p>	<p>Narrative – The Lost Thing</p> <p>To plan and draft an effective story showing an understanding of how choices made will impact on the reader; to edit and re draft our narrative to improve the desired effect on the reader</p> <p>Extended narrative integrating dialogue effectively</p>
Books for Life			The Great War	The Great War	The Great War	

Maths	Number Sense 6:5 reading, ordering and calculating with numbers up to 10 million) 1 week	Additive reasoning 6:7 converting and calculating with measures) 3 weeks	Additive reasoning 6:7 converting and calculating with measures) 3 weeks	Additive reasoning 6:7 converting and calculating with measures) 3 weeks	Multiplicative Reasoning 6:8 (pie charts, line graphs, use to solve problems, calculate and interpret the mean as an average) 2 weeks	Multiplicative Reasoning 6:8 (pie charts, line graphs, use to solve problems, calculate and interpret the mean as an average) 2 weeks
Science	Light – Light specialists required – what do we know about key questions around light?	Light – Light travels in straight lines –explore and experiment	Light – Up periscope- Make a periscope after exploring mirrors	Light – Shadow Giants – explore shadows and how they can vary - experiment	Light – It’s a rainbow world experiment	Light – A trick of the colourful light filters explore
Art/Design Technology	Printing - Child labour photos Create an accurate pattern, showing fine detail Use a range of visual elements to reflect the purpose of the work Explore a range of different printing techniques	Practise using lithographic printing	Sketch industrial revolution backgrounds	Sketch Industrial Revolution faces	Print	Print
History/ Geography	A study of an aspect or theme in British history that extends pupils’ chronological knowledge beyond 1066 The Industrial	The Industrial Revolution – Establishing major industrial changes	The Industrial Revolution – Pros and cons of the revolution	The Industrial Revolution – Coal, Iron and steel industry – life in the black country	The Industrial Revolution – from cottage industry to the production line	The Industrial Revolution - The introduction of the Spinning Jenny and The life of a child in the cotton mills

	Revolution – Overview – When it occurred and how it changed Britain					
Computing and Online Safety	Persuasion/ targeting- Exploring time limits on devices. What makes us stay online for longer? How do companies target us?	Persuasion/ targeting- The power of notifications (Scenarios pdf)	Computer Science - Code for life – Level 29-32 - algorithms	Computer Science - Code for life – Level 29-32 -following instructions	Computer Science - Code for life – Level 29-32 -Design a debugging programme	Computer Science - Code for life – Level 29-32 -solving problems by decomposing -explore input and output
French Key Stage 2	Events of a school day	Timings of a school day	Talking about my school day	Writing about my school day	Writing about my school day	Writing about my school day
Music	Listen and appraise rock ballads -musical vocabulary	Explore tempo -experiment and comment on tempo and dynamics	Learn -Don't stop believin' Notes – D C A G F Bb Glockenspiels	Compose -Don't stop believing Notes – D C A G F Bb Glockenspiels	Compose -Don't stop believing Notes – D C A G F Bb Glockenspiels	Perform -Don't stop believin'
PE – Tennis & space invasion games	Cognitive – Reacting to different game situations, patterns of play and identify my own, and others strengths and weaknesses Tennis – rules and ball skills	Cognitive – Reacting to different game situations, patterns of play and identify my own, and others strengths and weaknesses Tennis – points and shots	Cognitive – Reacting to different game situations, patterns of play and identify my own, and others strengths and weaknesses Tennis – shots and court play	Cognitive – Reacting to different game situations, patterns of play and identify my own, and others strengths and weaknesses Tennis - serving	Cognitive – Reacting to different game situations, patterns of play and identify my own, and others strengths and weaknesses Tennis – Game play - singles	Cognitive – Reacting to different game situations, patterns of play and identify my own, and others strengths and weaknesses Tennis – Game play - doubles

PSHE SfS – Responsibility	Risks of unhealthy eating including obesity and tooth decay	Risks of drugs, alcohol, tobacco and energy drinks can damage immediate futures and health and safety	Making informed choices – impact of choices Balanced lifestyle	Recognise if family relationships are making them feel unhappy or unsafe How to seek advice	Develop strategies to resolve disputes and conflicts Negotiation and compromise	Revision week
Garden Days		Instruments and music in the outdoors Team games and cooperation				