English

As readers and writers we will transported to an alternate Victorian era and a fantastical world of 'mechanimals' through our reading of *Cogheart* by Peter Bunzl. Drawing upon key events within the text, we will write a diary, a newspaper report and a persuasive piece linked to a 'mechanimal'.

We will also be exploring the rich language of a poem by Alfred Tennyson: *The Lady of Shalott* and, following a performance of *Hamlet* from the Young Shakespeare Company, we will write our own soliloquys in role and descriptive pieces demonstrating out writing skills to create atmosphere.



Year 6 Spring Term 2023 - Learning Overview Summary

Inspire, Learn and Achieve

Key Concepts:

change, community

Science

As scientists we will dive in to theories of evolution. We will learn about Darwin's *Theory of Evolution by Natural Selection* through looking at variation and inherited characteristics with in a species. We will deepen our understanding of fossils and the fossilisation process, identifying whether one is an imprint or if the body has turned to stone and have the opportunity to create our own.

Maths

As mathematicians we will continue to build upon our prior learning of fractions as well as linking them to decimals and percentages. We will also read and interpret statistics, including calculating the mean average. Additionally, we will investigate a variety of shapes and their properties through geometry which includes coordinates and angles. Lastly, we will explore scale factor and ratio, order of operations and algebra.

Computing

As computer scientists we will further our learning of Online Safety. We will look at self image and identify in the online world as well as knowing what to do and where to get help if something has made me feel uncomfortable whilst online.

MFL

As linguists we will continue to build on our accurate pronunciation and intonation, applying core language structures we have previously learnt to describe places, people and things.

Music

As musicians we will be building upon our understanding of musical notation and how this looks for drums. Through pop culture, we will be exploring groove patterns as well as incorporating performance elements, condiering the dynamics.

Geography

As geographers we will be going on a journeys up mountains. We will identify the physical features and locations of mountain ranges around the world as well as how they are formed. We will follow the footsteps of Edmund Hillary and Tenzing Norgay as they ascended Everest as well as visit a mountain range closer to home. Using OS maps, we will learn how to read contour lines and grid references to describe areas of the Cambrian Mountains in Wales.

Religious Education

As citizens, we will begin by exploring the concept of *Ritual* focusing on Islamic rituals and how they are important.

Following this, we will explore the concept of *Resurrection* within the Easter Story and the significance of this to believers.

PSHE

As British citizens we will be exploring the concept of community. We will explore the notion of identify and diversity within these communities linking this to the British Vales and how different cultures have contributed to life in the UK. We will explore similarities and differences in the lives of others within communities including how values may differ and the possible implications these differences could bring.

Design & Technology

As designers we will apply our skills such as cutting and joining, to independently choose the most suitable methods to construct a wild-life shelter for an animal of our choice.

<u>Art</u>

As artists, we will focussing on key drawing and painting skills looking at colour choice, accurate observational drawing and creating depth and perspective within an image.

Physical Education

As athletes we will consolidate our invasion skills within Hockey. We will develop our skills of ball control, moving and passing accurately. We will continue to develop our balance and control through our weekly gym/dance lessons, applying them to a range of apparatus or equip-