

English

Explanation texts

- Use of technical language
- Use of formal language and tone
- Use of modality to convey level of probability or certainty
- Use a range of cohesive devices to let writing flow
- Conscious use of active and passive voice

Novel as a Theme: Wonder

- Integrating dialogue to convey character and advance the action
- Describe setting, character and atmosphere
- Use a range of high level punctuation such as semi-colons

Geography:

Would You Like to Live in the Desert?

- To summarise the characteristics of a desert biome.
- To locate and explore features of deserts.
- To describe the physical features of a desert environment.
- To explain the different ways humans can use deserts.
- To describe some of the threats facing deserts.
- To explore the similarities and differences between two physical environments.

RE

- Retell the events leading up to and including the death of Jesus
- Explain how beliefs about the suffering, death and resurrection of Jesus might guide and comfort a Christian during difficult times.
- Explain how and why Christians might celebrate the events of Holy Week
- Use religious vocabulary to describe and explain the Eucharist
- Explain different Christian beliefs about the Eucharist

Year 6: Spring 2

Art

- Explore artists who use their drawing skills to make objects
- Use my sketchbook to record and reflect
- Use line, mark making, tonal values, colour, shape and composition to make my work interesting.
- Use negative space and the grid method.
- Explore typography and design lettering.
- Transform my drawing into a 3d object.
- Share work with others, listen to their response and appreciate the work of my classmates.
- Photograph my 3D work

Spring 2 Year 6

PE

Football

- Develop dribbling and sending skills
- Develop travelling with the ball
- Develop shooting skills
- Develop tactics in a modern invasion game
- To evaluate success

Computing

Define a variable as something changeable.
Explain why variables are used
Manipulate variables to make changes to a game.
Design, create and evaluate a program which uses variables

Science

- * Recognise that living things have changed over time and that fossils provide information about this
 - * Recognise that living things produce offspring of the same kind, but normally offspring vary and are not identical to their parents
 - * Identify how animals and plants are adapted to suit their environment and that adaptation may lead to
 - evolution.
- WS Objectives:
- Record and present data
 - Present findings
 - Identify evidence that supports or refutes findings

Maths

Consolidating and developing a range of written and mental skills in:

Coordinates and Geometry

- Describe positions using the 4 quadrants
- Translate shapes
- Reflect shapes

Calculations

- Select appropriate strategies (+ and-)
- Multiply decimals
- Dividing using known facts
- Dividing ThHTU by TU.