

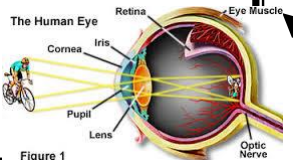

Science

Evolution + inheritance – living things change over time + fossils

- Variation + reproduction
- How animals + plants suit their environment.
- Adaptation leads to evolution.

Light – light travels in straight lines



- How we see
- Shadows

English


Harry Potter – setting description
Harry Potter – Character description

Non chronological reports – endangered sea creatures
Poetry – The Sea is a hungry dog.


Music

Film Scores – Harry Potter – appreciate and understand a range of high quality recorded music.
Soundscapes – Carnival of the animals – play and perform in solo and ensemble contexts using voices and instruments.




Art

Drawing – sketching story boards based on books to convey characters feelings.



ICT / computing


Sketchup – set design Generate, develop, model and communicate ideas through computer aided design.
Kodu – to design, write and debug programmes.



Project Title: Harry Potter Under the Sea
Overarching Question: Are oceans for us to use or protect?
Year 6 Spring Term


DT

Construction – to create a set model from a scene in Harry Potter. Generate, develop, model and communicate ideas through annotated sketches, cross-sectional, prototypes and computer aided design.




PDL / RE

Atonement – To explore the concept of atonement through the Christian Eucharist service
Resurrection – To explore the concept of resurrection through The Christian Easter story



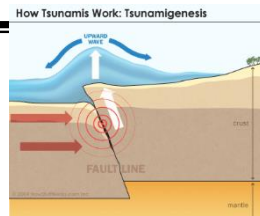
Maths

Number – place value, addition and subtraction, multiplication and division, fractions (including decimals),
Ratio and proportion
Algebra
measurement
Geometry – properties of shape, position and direction
Statistics



Geography

Oceans – children locate the oceans of the world. They study how natural disasters at sea (tsunamis, tropical storms) occur.



PE

Skate Dance
Lacrosse
Sitting Volley Ball
Circuits

