



Fallen Fields

Year group - 6

Term - Spring 1

Wow moment:						
		Build a temporary shelter and role play an ai	ir raid.			
English text types			SPAG			
Core Texts: War Horse.Use of figurationStory Type: JourneyUse relative claFocus: Descriptionwhose, that or using bracketsModel Text: Joey and the shadowUsing commastUse of colons aUse of colons a		ve language Subordinating conjuntses beginning with who, which, where, when, with an implied relative pronoun. Commas – fronted and commas to indicate parenthesis. o clarify meaning. Revision – Rules of Active and Passive Active and Passive Subordinating conjuntses and commas to indicate parenthesis. Subordinating conjuntses and commas – fronted for pauses. Subordinating conjuntses and commas – fronted for pauses – fronted for pause – fron		adverbials for eg: A while later, embedded clauses and commas speech		
Week 2-5: Decimais Week 4-5: Fraction, Decimal, percentages.		 5x, 4x, 6x 6x, 7x, 9x 11x, 12x Weekly arithmetic testing. 				
Science		Computing		PSHE		
 Evolution and Inheritance. Do we slow down as we get older? Children will investigate how living things have changed over time and fossils provide information about living things that inhabited the Earth millions of years ago. They will identify how animals/ plants are adapted to suit their environment and that adaptation may lead to evolution. They will explore the principal of inheritance and discuss what they think evolution means and learn about Charles Darwin. Working scientifically, children will have the opportunity to use secondary sources to research and evaluate evidence about evolution and inheritance. Children will identify scientific evidence that has been used to support or refute ideas or arguments by finding out about the fossil records used by pivotal scientists such as Mary Anning, Alfred Wallace and Charles Darwin. 		This term the children will look at how to work safely online and know how to report unacceptable behaviour they come across online. They will also explore the concept of variables in programming through games in Scratch. First, they find out what variables are and relate them to real-world examples of values that can be set and changed. Then they use variables to create a simulation of a scoreboard. In Lessons 2, 3, and 5, which follow the Use-Modify- Create model, the children will experiment with variables in an existing project, then modify them, before they create their own project. In Lesson 4, the focus is on design. Finally, in Lesson 6, the children will apply their knowledge of variables and design to improve their games in Scratch.		 Jigsaw: Dreams and Goals RE How and why do people care about the environment? Is this the world God created? Chn will know why the creation story is important to Christians and be able to understand and give examples of how humans have not been good stewards. Put the topic question up on the whiteboard. State the general learning intentions: we will find out what Christians, Buddhists and Muslims teach about the natural world and what this means followers will do. We will think about our responses to care for the natural world. 		
Geography • N/A		 History What's in a name? Children will recap knowledge of the past in and events. Recall invasions studied such as Romans, Ang Vikings and any other examples of war/ invasiname. Start by showing pupils the image from the anames of the Bradford family. Discuss why is source. Explain that it is a way of the govern 	lo Saxons and sions pupils can census showing the t is a primary	PE • Athletics with SAFC. • Dance Coach		

	 many people live in the country and finding out other things such as ages and jobs. Why do the class think governments would need this information? Set up some research questions for the pupils: What can the pupils find out about the family? Where are they living? Who is in the family? How old are they? What jobs did they do? How wealthy do they seem to be? Is there anything unusual or interesting? What else would you like to know about this family? Develop children's thinking into what the family may be doing now and how their families adapted through the war. 	
Art	D&T	Music
NA	Automata toy. The children will use woodworking materials and previously learned skills in cutting and joining and using tools to construct a window display using an automata mechanism. They will measure and cut their materials, assemble the frame, choose cams to ensure their top is purposeful. They will then design the characters that sit on the followers and finish the product with a foreground and background.	 How Does Music Improve Our World? Gaining Confidence Through Performance Look at how music improves people's lives. Enjoy performing, learning songs together and develop understanding of notation.