

Termly Overview



Theme:	Lest We Forget (WWI)						Year group:	6		Term:	Autumn		Academic year:	2023/2024	
	Reading	English	Maths	Science	History/Geography	Art & Design/DT	Music	RE	Computing	PE	PSHE &C	Languages			
Week 2 w/c 4.9	To Predict	Setting description – short burst	Numbers to 1,000,000 Numbers to 10,000,000 Read and write numbers to 10,000,000												
Week 3 w/c 11.9 11+	To define vocabulary	Narrative Writing - Imitation (Focus = dialogue and suspense)	Powers of 10 Number line to 10,000,000	Understand the difference between living and non-living and describe how living things are classified into broad groups	To understand the events that led up to World War One.			To understand what faith means.	To be able to use the SUM function in Excel.	To maintain possession when dribbling. To build communication and trust whilst showing an awareness of safety.	To understand the difference between physical and mental health				
Week 4 w/c 18.9	To find the closest in meaning to	Narrative Writing - Innovation (Focus = dialogue and suspense)	Compare and order integers Round any integer Negative numbers Add and subtract integers Common factors	Group animals and plants based on characteristics	To learn about Franz Ferdinand.	<u>Art and Design</u> To analyse a range of animal artwork To practise drawing lines and shapes to extend into animal outlines.	To listen and respond	To explore how I express my feelings through the Arts.	To use a range of Excel formulae.	To dribble with control under pressure. To work as a team to solve problems, sharing ideas and collaborating with one another.	To understand the link between our feelings and our mental health.	Blau SOW Interacting T1 W1: Online Austausch			
Week 5 w/c 25.9	To find and copy words	Narrative Writing - Invention (Focus = dialogue and suspense)	Common multiples Rules of divisibility Primes to 100 Square and cube numbers	Use a classification key to group animals with explanations why	To understand who was involved in WW1.	<u>Art and Design</u> To explore lines and shapes of animal prints.	To develop melodic phrases	To explore how faith is expressed through Music.	To use a range of Excel formulae.	To select the appropriate skill, choosing when to pass and when to dribble. To develop tactical planning and problem solving.	To recognise the signs of a poor mental health.	Blau SOW Interacting T1 W2: Online Austausch			
Week 6 w/c 2.10	To find synonyms	Non-Chronological Reports – Imitation	Multiply 4-digit by 2-digit Problems with multiplication Short division Division using factors	To know what coniferous trees are and explain the differences between them. Classify plants using a classification key	Black History Month Activity	<u>Art and Design</u> To use shade and tone to add detail to an animal drawing.	To develop melodic phrases	To explore how faith is expressed through Art.	To understand how barcodes and QR codes work.	To move into and create space to support a teammate. To work as a team and use critical thinking to determine the best approach.	To know the strategies we can use to improve our mental health	Blau SOW Interacting T1 W3: Likes & dislikes			
Week 7 w/c 9.10	To retrieve	Non-Chronological Reports – Innovation	Intro to long division Long division with remainders Solve problems with division Multi-step problems	To know what a microorganism is and what it looks like. Classify and group organisms according to features.	To understand where the WW1 took place.	<u>Art and Design</u> To create an animal portrait in the style of Charles Catton.	To develop melodic phrases	To explore how faith is expressed through drama.	To be able to write encryption codes in Excel.	To use the appropriate defensive technique for the situation. To develop navigational skills and map reading.	To understand the importance of having self-confidence on our mental health	Blau SOW Interacting T1 W4: Birthdays			
Week 8 w/c 16.10	To retrieve	Non-Chronological Reports – Invention	Order of operations Mental calculations and estimation Reason known facts	To learn about Carl Linnaeus and the work he did	To investigate what life was like on the Western Front.	<u>Art and Design</u> To create an animal portrait in the style of Charles Catton. To evaluate and analyse own artwork.	To develop melodic phrases	To compare the ways which different religions express their faith.	To collect, organise and present data.	To use the appropriate defensive technique for the situation. To use a key to identify objects and locations.	To know how to ask for help and support.	Blau SOW Interacting T1 W5: Preparing a birthday party			
Half Term															
Week 9 w/c 30.10	To summarise	Recount (Diary Writing) - Imitation	Equivalent fractions and simplifying Equivalent fractions on a number line Compare and order (denominator) Compare and order (numerator) Add and subtract simple fractions.	Construct and draw series circuits using symbols.	To explore the improvements of warfare that occurred during WW1.	<u>Design Technology</u> To research and analyse traditional seat coverings materials and uses.	To understand structure and form	To know where Christians and Muslims worship.	To decompose the main components of a game.	To be able to develop the straddle, forward and backward roll. To develop passing and moving to maintain possession.	To recap the link between mental health and physical health	Blau SOW Interacting T1 W6: Celebrating a birthday			
Week 10 w/c 6.11	To summarise	Recount (Diary Writing) - Innovation	Add and subtract any 2 fractions. Add mixed numbers. Subtract mixed numbers.	Complete and incomplete circuits.	To explore the involvements of animals in WW1.	<u>Design Technology</u> To research and analyse traditional designs for padded seat cushions.	To understand structure and form	To explore the features of a Christian and Muslim religious building.	To refine the plan for a game using my coding knowledge.	To develop counter balance and counter tension. To create and use space to support a teammate.	To recognise what a healthy balanced diet looks like	Blau SOW Interacting T1 W7: Helping friends learn			
Week 11 w/c 13.11	To infer	Recount (Diary Writing) - Invention	Multi-step problems Multiply fractions by integers. Multiply fractions by fractions	Variations within circuits.	To know what life was like for people in Britain during WW1.	<u>Design Technology</u> To create a design for a cushion cover.	To understand structure and form	To understand how religious places help believers feel closer to God.	To plan a game with a specific brief.	To be able to perform inverted movements with control. To change direction and speed to lose a defender.	To understand what calories are	Blau SOW Interacting T1 W8: Project Germany			
Week 12 w/c 20.11 (4 days - INSET)	To infer	Newspaper Reports - Imitation	Divide a fraction by an integer. Divide any fraction by an integer.	Plan - voltage experiment.	To investigate the end of WW1 and what happened afterwards.	<u>Design Technology</u> To create a full-scale pattern of their cushion design.	INSET	To explore what life would be like without a place of worship in the community.	To create a game using Scratch.	To be able to perform the progressions of a headstand and a cartwheel.	INSET	Blau SOW Interacting T1 W9: Donating for a sale			

