



THERE'S NO FULL STOP TO LEARNING

Year 6

Autumn 1

Topic: The Great War

Our vision is to enable children to become lifelong learners by creating a safe and inclusive learning environment that nurtures individuality and enhances potential

PE- Swimming

Science- LIGHT

- to recognise that light appears to travel in straight lines
- to use the idea that light travels in straight lines to explain that objects are seen because they give out or reflect light into the eye
- to explain that we see things because light travels from light sources to our eyes or from light sources to objects and then to our eyes
- to use the idea that light travels in straight lines to explain why shadows have the same shape as the objects that cast them

Computing

- To understand how to use variables when programming in Scratch

English

- To be able to use a range of punctuation in writing
- To be able to use a range of complex and simple sentences in writing
- To be able to develop use of connectives in writing
- To be able to develop ideas over a paragraph
- Use interesting and imaginative language to help the reader understand characters and events
- When arguing balance main points and information as appropriate to the purpose

Skills and Knowledge

Maths

- To be able to add and multiply fractions
- To use the formal method of long division
- To be able to order and simplify fractions
- To be able to find equivalent fractions, decimals and percentages
- To be able to multiply and divide decimals
- To be able to solve multi-step problems involving decimals, fractions and percentages
- To be able to order, position and round decimals to 3

RE/PSHCE- Judaism 3

- To learn why Abraham is important to Jews
- To understand what the Torah is and how it helps Jews to live their lives

Geography/History- WW1

- To describe an event in Britain's past using a range of sources
- To understand where the Great War fits on a timeline
- To summarise the main events of WW1
- To use maps and aerial photos to understand where battles took place

Art/DT

- to use digital software to take and edit photos
- to create a 3d model of a WW1 trench
- to create a chalk landscape in the style of Paul Nash