



	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
<b>English</b> Literacy Tree	The Arrival Windrush Child	Can we save the tiger? The Last Bear	Suffragette The Invention of Hugo Cabret	Paradise Sands The Last Wild	Grimm Tales Rain Player (already covered in yr 5!)	The Unforgotten Coat Night Mail
<b>Literacy Tree Spelling Seeds</b>	Spelling Seed: The Arrival Spelling Seed: Windrush Child	Spelling Seed: Can we Save the Tiger? Spelling Seed: The Last Bear	Spelling Seed: Suffragette Spelling Seed: The Invention of Hugo Cabret	Spelling Seed: Paradise Sands Spelling Seed: The Last Wild	Spelling Seed: Grimm Tales	Spelling Seed: The Unforgotten Coat Spelling Seed: Night Mail
<b>Literacy – Class reading texts</b>	The Boy at the Back of the Class	The Final Year	Be the change – poems to help you save the world	I am David (classic)	Macbeth Graphic novel	Performance poetry
<b>Mathematics</b> White Rose Maths  Number Sense – 10 mins daily	Place Value + - x ÷ Fractions A and B Converting units		Decimals FDP Ratio Algebra Area. Perimeter and Volume Statistics		Shape Position and Direction Themed projects, consolidation and problem solving	
<b>Science</b> Kapow	Animals including humans – Circulation and Health	Living things and Their Habitats – Classifying big and small	Energy – Circuits, Batteries and switches	Living things and Their Habitats – Evolution and Inheritance	Energy - Light and Reflection Link to art (shadow puppets)	Making connections – are some sunglasses safer than others?
<b>Computing</b> Teach Computing	Computing systems and networks - Communication and collaboration	Creating media – Web page creation	Programming A – Variables in games	Data and information - Introduction to Spreadsheets	Creating media – 3D Modelling	Programming B - Sensing movement
<b>PE</b>	<b>Basketball</b> Teamwork, fair play, Sport specific skill application. Tactics	<b>Indoor Athletics</b> Short sprints, standing long jump, relay, shotput. Accurate use of measurement in each event.	<b>Gymnastics</b> Strength, conditioning and refinement of skills	<b>Dance:</b> Link with class room term topic, group timing and freeze frames.	<b>OAA</b> Inc orienteering, problem solving, team building and collaboration	<b>Tennis:</b> Rally's in singles and doubles working together and against each other.
	<b>Tag Rugby</b> Run, chase, pass, Tag, score, compete, fair play. Tactics	<b>Football</b> Teamwork, striking, passing, dribbling, Team work, Tactics	<b>Hockey</b> Focus on application of skills in game-based activities, tactics and teamwork.	<b>Lacrosse</b> Basics of sending receiving in Lacrosse, introduction to match play	<b>Cricket</b> Skill acquisition of striking, bowling, fielding and scoring.	<b>Trigolf</b> Technique, control and accuracy
<b>History</b> Rising Stars		The Impact of War Did WWI or WWII have the biggest impact on our locality?		The Ancient Greeks What did the Greeks do for us?		The Maya Civilisation Why should we remember the Maya?
<b>Geography</b> Rising Stars	South America – The Amazon What is life like in the Amazon?		Protecting the Environment Are we damaging our world?		Our World in the Future How will our world look in the future?	
<b>RE</b> Diocese Plans	Creation and Science – conflicting or complementary:	Gospels – What would Jesus Do?	What do Muslim people believe about the way they should lead their lives and why?	What difference does the resurrection make to Christians?	Is it better to express your religion in arts and architecture or in charity and generosity?	What kind of King is Jesus?
<b>Art and Design</b> Access Art	<b>2D Drawing to 3D Making</b> Explore how 2D drawings can be transformed to 3D objects. Work towards a sculptural outcome or a graphic design outcome.		<b>Exploring Identity</b> Discover how artists use layers and juxtaposition to create artwork which explores identity. Make your own layered portrait.		<b>Shadow Puppets</b> Explore how traditional and contemporary artists use cutouts and shadow puppets.	

<b>Computing</b>	Computing systems and networks – communication and collaboration	Creating media – web page creation	Programming A – variables in games	Data and information – intro to spreadsheets	Creating media – 3D modelling	Programming B – sensing movement Using the microbit – primary to secondary transition
<b>PSHE Kapow</b>	Introduction: Setting ground rules for RSE & PSHE lessons (1 lesson)  Y6 Family and relationships (6 lessons)	Y6 Health and wellbeing (8 lessons)	Y6 Safety and the changing body (8 lessons)	Y6 Citizenship (6 lessons)	Y6 Economic wellbeing (6 lessons)	Y6 Identity (2 lessons) Year 6: Transition lesson (1 lesson) Transition-Crossteach (3 sessions)