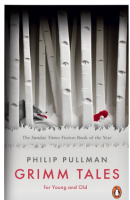
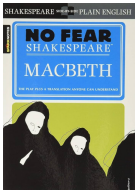
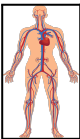
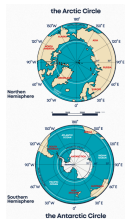


Year 6 Autumn 1 Writing documents

Reading	Writing	Mathematics									
Text: Grimm Tales, Philip Pullman Genre: fairytale, fiction Topic: morality, poverty, wealth, good vs. evil Key vocabulary: quest, trials, hardship, villain, hero, justice, courage, retribution  Text: Macbeth, William Shakespeare Genre: dramatic tragedy, fictional play Topic: power, corruption, conflict, resolution, monarchy Key vocabulary: supernatural, betrayal, madness, treason 	Kensuke's Kingdom Text type: Narrative Genre: Adventure Topic: Island Adventure Cross-curricular links: Art Independent writing task Mini write: setting description. 	Integers and decimals Key objectives In this unit pupils will be learning: - Represent, read, write, order and compare numbers up to ten million - Round numbers, make estimates and use this to solve problems in context - Solve multi-step problems - Identify and use properties of number, focusing on primes Multiplication and division - Multiply larger integers and decimal numbers - Divide integers by 1-digit and 2-digit numbers representing remainders appropriately Timetables This term Year 6 are learning primes. <table border="1"> <tr> <td></td><td>40</td><td>2</td></tr> <tr> <td>20</td><td>800</td><td>40</td></tr> <tr> <td>3</td><td>120</td><td>6</td></tr> </table>		40	2	20	800	40	3	120	6
	40	2									
20	800	40									
3	120	6									

Science	History	Geography
The Human Body In this unit, children will learn that the heart and blood vessels are parts of our circulatory system, made up of arteries, veins and capillaries. Working scientifically, children will investigate to find out how exercise affects pulse rate, thinking about variables and control variables whilst planning how to find an answer to their question. Key objectives 1. To understand that the heart pumps blood around the body 2. To understand that blood vessels transport blood around the body 3. To understand how the heart rate can speed up or slow down. 4. To test how things that can be varied and changed in an experiment and these are called variables 5. To understand that blood is made up of different components Key vocabulary fair test investigation, predictions, variables, independent, dependent, control, conclusion, blood pressure, heart rate, pulse, oxygen, diet, blood vessels, arteries, veins, capillaries, nutrients, waste, products, components, red and white blood cell 	World War One The children will begin this unit looking at the causes that led to the war. They will be able to use their existing knowledge of the British Empire to understand how the desire to create vast empires, and the growing conflict, distrust and dislike among European powers meant that the assassination of one person - Archduke Franz Ferdinand - was enough to spark a world war that took the lives of millions of people. Key objectives 1. The Causes of World War I 2. On land, at sea and in the air 3. Life on the Western Front 4. The Home Front 5. The Consequences of the War Key vocabulary Imperialism, mechanised, warfare, trench warfare, alliance, chemical warfare, no-man's-land, home front, conscription, armistice 	Spatial Sense This unit builds on all of the previous spatial sense units as children learn and remember more over time. In this unit children will look again at longitude, latitude, the Prime Meridian, the tropics and the Antarctic and Arctic circle. They will explore the movement of the sun and how at the poles, polar night occurs. Children will look at a wide range of maps during this unit. Key objectives 1. Latitude and Longitude 2. The Arctic and Antarctic Circles 3. Time Zones 4. Map Projection 5. Maps of the World Key vocabulary Longitude, latitude, axis, the Poles, tropic of Cancer, tropic of Capricorn, prime meridian, time zone, map projection 

Art & Design	Religious Education	French
Line The children return to the fundamental concept of line. They start by learning how artists use sketchbooks, looking at famous examples and go onto use their own, carrying out exploratory drawings using different kinds of lines and drawing materials. The children then study how artists can vary the weight of their line looking at Leonardo da Vinci's sketchbook drawings of water. They go onto explore through the works of Rembrandt, Van Gogh, Elsworth Kelly and Moore how artists use lines in different ways, to show shape, tone and texture. Key objectives - Exploring line and sketchbooks - Line weight - Studying how artists use line in different ways - Hokusai – The Great Wave 5 and 6 Printing to create line Key vocabulary - sketch • sketchbook • line • thick • thin • straight • zigzag • curved • wavy • vertical • diagonal • horizontal • line weight • continuous • line • edge • texture • printing ink • woodblock print • Leonardo da Vinci • Rembrandt • Van Gogh • Elsworth • Kelly and Moore • Hokusai 	Beliefs and Values This term, children will reflect on their own beliefs and experiences, recognising how these can change over time. They will take part in discussions and debates about the role of faith in government, explore what happens when state laws conflict with personal convictions, and consider whether different groups should follow their own rules. Key Objectives: - I can explain my own beliefs and faith, as I have experienced them up to now. - I can engage in discussion about how individuals may have changed their beliefs. - I can take part in class debates about whether governments should be run by faith leaders or kept separate. - I can reflect on what I would do if state law conflicted with my religious beliefs or worldviews. - I can discuss whether different faiths and worldviews should have their own laws. Key Vocabulary: Beliefs, values, ideology, faith, government, community, cohesion, law, conflict, diversity 	Les Animaux Key objectives -Identify animals and pets -Recognise and use numbers 11–20 -Give someone's name -Describe someone -Recognise and spell with letters of the alphabet -List household items -Use basic prepositions sur and dans to describe position Key vocabulary/ context <u>Numbers 11–20:</u> onze, douze, treize, quatorze, quinze, seize, dix-sept, dix-huit, dix-neuf, vingt <u>Family members:</u> ma mère (mother), mon père (father), mon frère (brother), ma sœur (sister), mes parents (my parents) Letters of the alphabet a–z, plus some accented letters <u>Household objects:</u> l'ordinateur (computer), le jeu vidéo (video game), la machine (machine), la table (table), la chaise (chair) Le livre est sur la table Prépositions: dans (in), sur (on) 

PSHE	Physical Education	Computing	Music
Belonging to a Community Key objectives Define what is meant by the term stereotype; Recognise how the media can sometimes reinforce gender stereotypes; Recognise how the media can sometimes reinforce gender stereotypes; Know that all people are unique but that we have far more in common with each other than what is different about us; Key vocabulary Stereotype, gender stereotype, media influence, assumption, media manipulation, unique, identity, prejudice, respect, diversity, tolerance 	Football Key objectives - To maintain possession when attacking. -To understand when to pass and when to dribble. -To apply rules, skills and tactics when competing in a tournament. Key vocabulary Decision making Possession Rules Competition Tactics Gymnastics Key objectives - To develop counter balance and counter tension. -To develop jumps and explore the effects of height. - To develop inverted movements with control. Key vocabulary Counter balance Counter tension Height Movements perform  	Arcade Gaming – Advanced Visual Programming Pupils will consolidate their understanding of advanced visual code through creating a series of 'retro games' which challenge their understanding of coding syntax. Objectives - Pupils will use a tile map to: - code a multi player game - code a game with a countdown with assistance - code a game with a function - code a game with an array Key Vocabulary – Tile Map Multiplayer Function Array 	Happy – Pharrell Williams Theme: Being Happy! All the learning in this unit is focused around one song: Happy, a Pop song by Pharrell Williams. Key objectives - Warm Up Games (including vocal warm ups) - Learn to Sing the Song - Play Instruments with the Song -Improvise with the Song - Compose with the Song Key vocabulary style indicators, melody, compose, improvise, cover, pulse, rhythm, pitch, tempo, dynamics, timbre, texture, structure, dimensions of music, neo soul, producer, groove, Motown 



Year 6

Autumn 1

2026