

Year 6 – Summer Term 1 – A Story Like the Wind

English	Maths– Shape, Position & Direction and Statistics	Art
Understand what they read by: predicting what might happen from details stated and implied	Draw 2-D shapes using given dimensions and angles	Create a fabric collage. Justify the materials chosen to produce the collage.
Provide reasoned justifications for their views	Recognise, describe and build simple 3-D shapes, including making nets	Design and Technology
Understand what they read by: checking that the book makes sense to them, discussing their understanding and exploring the meaning of words in context	Compare and classify geometric shapes based on their properties and sizes and find unknown angles in any triangles, quadrilaterals, and regular polygons	Create circuits using electronics kits that employ a number of components with increasing confidence
Draft and write by: using further organisational and presentational devices to structure text and to guide the reader	Illustrate and name parts of circles, including radius, diameter and circumference and know that the diameter is twice the radius	PE
Use modal verbs or adverbs to indicate degrees of possibility	Recognise angles where they meet at a point, are on a straight line, or are vertically opposite, and find missing angles	Dance and choreography
Use expanded noun phrases to convey complicated information concisely		Computing
Indicate grammatical and other features by: using commas to clarify meaning or avoid ambiguity in writing	Describe positions on the full coordinate grid (all four quadrants)	Programming – Variables in games
Geography	Draw and translate simple shapes on the coordinate plane, and reflect them in the axes	Music
Oceans: How do we use them?	Interpret and construct pie charts and line graphs and use these to solve problems	To develop greater listening skills for balance and independence
Why are they suffering and how can we help?		MFL
How littered is our marine environment?	Calculate and interpret the mean as an average	The seasons

Science: Electricity

Main scientific skill taught in this topic.

Taking measurements, using a range of scientific equipment, with increasing accuracy and precision, taking repeat readings when appropriate

Objectives

Associate the brightness of a lamp or the volume of a buzzer with the number and voltage of cells used in the circuit

Compare and give reasons for variations in how components function, including the brightness of bulbs, the loudness of buzzers and the on/off position of switches

Use recognised symbols when representing a standard circuit in a diagram.

Our scientific question is:

Use a motor and lights in a moving vehicle.

