

MATHS

Children will learn:

- About ratio and proportion
- About ratio and fractions
- About scaling and scale factors
- How to solve function machines
- Form expressions, substitution and formulae
- 1 step and 2 step equations
- How to round decimals
- How to add and subtract decimals
- To multiply and divide by 10, 100 and 1000
- To divide decimals by integers
- To divide and multiply decimals in context
- Decimal, fraction and percentage equivalents
- About percentages
- Percentages of an amount including multi-step problems
- Area and perimeter of shapes including triangles and parallelograms
- How to calculate volume
- About line graphs and dual bar charts
- How to read, draw and interpret pie charts
- How to calculate the mean



THE ROMAN EMPIRE YEAR 6 SPRING



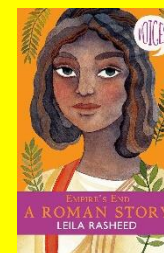
READING AND WRITING

Children will continue to use VIPERS in Guided Reading sessions.

Children will be reading Empire's End: A Roman Story

In grammar lessons the children will learn about:

- Sentence structure
- Figurative language
- Direct and indirect speech
- Active and passive voice
- Complex sentences
- Relative clauses
- Imperative verbs



In writing the children will be using their knowledge to write:

- Non-chronological reports
- Narratives
- Diary entries
- Letters
- Instructions



GEOGRAPHY AND HISTORY

In Geography children will learn:

- About the location and physical features of modern day Italy
- To locate some of the world's countries in Europe
- To describe how volcanoes are formed

In History children will learn:

- About the chronology of Ancient Rome in context to other eras they know about
- About the society in Ancient Rome
- About the legacy of the Romans
- About the warfare Ancient Romans used



MUSIC

Children will learn:

- About different notations
- Simple melodies
- To use creativity to improvise
- To use musical elements to compose



SPANISH

Children will learn:

- Food including how to ask for or order food
- Sports



COMPUTING

Children will learn:

- About online reputations
- Programming, especially variables in games

SCIENCE

Children will learn:

Working scientifically

- To identify scientific evidence that has been used to support or refute arguments.

Evolution and Inheritance

- How the Earth and living things have changed over time
- Know how fossils can be used to find out about the past
- Know about reproduction and offspring
- Know how animals and plants are adapted to suit their environment
- To link adaptation over time to evolution
- What evolution is.

Living Things and their Habitats

- To classify living things into broad groups based on observable characteristics
- To give reasons for classifying plants and animals in a specific way.



ART and DESIGN and TECHNOLOGY

In art the children will learn:

- About mosaics
- To use repeated basic shapes

In Design and Technology children will learn:

- About aquaducts
- To plan, design, make and evaluate their own aquaducts



Children will be learning about:

Christianity

- Resurrection
- Good Friday and Easter Sunday
- Emotions
- Standing up for belief
- Hope

Islam

- Five Pillars
- Zakah
- Hajj
- Pilgrimage



PSHE

Children will be following the Jigsaw programme and learn:

- Their learning strengths and setting challenging yet realistic goals
- To set their learning steps to help them achieve a goal
- About problems in the world that concern them
- To work with other people to help make the world a better place
- To accept praise from others
- About the impact of food on the body
- About different types of drugs and their uses and effects
- To evaluate when alcohol is being used responsibly, anti-socially and being misused
- Basic emergency aid procedures
- About being emotionally well
- To recognise when they feel stressed and the triggers



PE

Children will learn:

- Dribbling, shooting, defending and attacking techniques
- To agree and explain rules to others
- To work as a team to communicate a plan
- Create and use a variety of tactics to help a team
- To select and apply different movement skills (e.g. to lose a defender)
- Use marking to improve defending

Which will be explored through tag rugby

Gymnastics with a focus on the cognitive skill

- To understand ways to judge performance
- To identify specific parts of performance to work on

Dance with a focus on the physical skill

- To connect a variety of movements and skills together accurately

