



Y6

Autumn Term

Art

Draw and paint - pictures of childhood, leisure and entertainment
Collage

Design Technology

Mechanical and electrical systems - design and make toy

Science

Light – how light travels, reflection, how the eye works, shadows

Electricity – changing circuits to increase brightness of bulbs and volume of buzzers, compare how components function, use recognised symbols in circuit diagrams

History

A study through time: childhood, leisure and entertainment since Tudor times

Geography

Modern Foreign Languages

Classroom routines
Clothing
Justifying opinions
Family members

PE

Dance and gymnastics

Music

History of music - Music from Tudor times to the present

Computing

Correct errors in algorithms, combine software to accomplish a given goal, create a digital book, ranking of search results on the internet

English

Use of topic based books as a stimulus for English work

Reading - Read a broad range of genres, recommend books to others, make comparisons within/across books, support inferences with evidence, summarising key points from texts, identify how language, structure, etc. contribute to meaning, discuss use of language, inc. figurative, discuss and explain reading, providing reasoned justifications for views

Writing - Use knowledge of morphology and etymology in spelling, develop legible personal handwriting style, plan writing to suit audience and purpose; use models of writing, develop character and setting in narrative, select grammar and vocabulary for effect, use a wide range of cohesive devices, ensure grammatical consistency
Grammar - Use appropriate register/ style, use the passive voice for purpose, use features to convey and clarify meaning, use full punctuation, use language of subject/object

Speaking & Listening - Use questions to build knowledge, articulate arguments and opinions, use spoken language to speculate, hypothesise and explore. use appropriate register and language

RE

Religion in our community

PSHCE

New beginnings, falling out, racism and extremism

Maths

Number and place value
Addition and subtraction
Properties of shapes
Multiplication and division
Fractions, decimals and percentages
Position and direction
Decimals
Length
Time