



Year Six Autumn Outline 2024

English	Maths	Science
<p>Class Text - The Invention of Hugo Cabret by Brian Selznick</p> <p>Preparation for the 11+ /pre-tests including past papers</p> <p><u>Writing:</u></p> <ul style="list-style-type: none"> ● Narrative description ● Diary entry ● Journalistic Writing-Newspaper report ● Character descriptions and comparisons ● Book review & author study <p><u>Reading and Comprehension:</u></p> <ul style="list-style-type: none"> ● Development of VIPERCA skills -To recognise more complex themes in what they read (such as loss or heroism). To explain and discuss their understanding of what they have read, including through formal presentations and debates, maintaining a focus on the topic.To compare characters, settings and themes within a text and across multiple texts. To analyse and evaluate the use of language, including figurative language and how it is used for effect, using technical terminology such as metaphor, simile, analogy, imagery, style and effect. To consider different accounts of the same event and to discuss viewpoints (both of authors and 	<p><u>Preparation for 11+ / pre-tests</u> Including practice papers and revision of topics with an emphasis on problem-solving including:</p> <ul style="list-style-type: none"> ● Number and place value ● Addition, subtraction, multiplication and division (whole numbers, fractions and decimals) ● Fractions, percentages, decimals <p>● Further topics will include:</p> <p><u>Place Value</u></p> <ul style="list-style-type: none"> ● Reading and writing numbers to 10,000,000. ● Reading and writing number lines to 10,000,000. ● Comparing and ordering integers. ● Rounding integers. ● Calculating with negative numbers. <p><u>Four operations</u></p> <ul style="list-style-type: none"> ● Mental and written strategies for addition, subtraction, multiplication and division including large numbers. ● Looking at number properties including factors, multiples, primes, squares and cubes. ● Multi Step problem solving. ● Order of operations (BIDMAS). 	<p>Energy and Heat:</p> <ul style="list-style-type: none"> ● Energy Stores and Transfers / Dissipation ● Thermal Equilibrium and Heat Transfers ● Difference between heat and temperature ● Measuring temperature / creating a heat map ● Forms of Heat Transfer ● Conductors and Insulators ● How animals survive in extreme climates ● Insulating our homes and design your insulator challenge <p>Light and Sight:</p> <ul style="list-style-type: none"> ● What is light? ● Reflection ● Shadows ● Reflection, Absorption and Transmission ● Colour ● Refraction ● Dispersal

<p>of fictional characters). To discuss how characters change and develop through texts by drawing inferences based on indirect clues, writing PEE paragraphs</p> <p><u>Grammar</u></p> <ul style="list-style-type: none"> • Fronted Adverbials, Relative Clauses Subordinating and coordinating conjunctions, Complex Sentence, Commas for meaning and clarity, Adverbs - to show frequency, Tenses -Past, Present Progressive and Present Perfect, Modal verbs, Inverted Commas, Pronouns and Possessive Pronouns, Colons, Semi-colons, Dashes, Hyphens. 	<p><u>Fractions A</u></p> <ul style="list-style-type: none"> • Identifying equivalent fractions and simplifying fractions. • Comparing and ordering fractions and mixed numbers. • Addition and subtraction of fractions and mixed numbers. • Multi step problems. <p><u>Fractions B</u></p> <ul style="list-style-type: none"> • Multiplying fractions and mixed numbers. • Mixed questions with fractions including all four operations. • Finding fractions of amounts and calculating the reverse. <p><u>Converting Units</u></p> <ul style="list-style-type: none"> • Metric measures. • Converting metric measures. • Miles and Kilometres. • Imperial measures. 	
<p>French</p>	<p>Geography</p>	<p>History</p>
<ul style="list-style-type: none"> • Language of the classroom • Places in town • Asking/understanding directions • Ordinal numbers • Regular –er verbs and ‘aller’ (to go) • Prepositions • Telling the time • School - subjects/ opinions / routine / rules 	<p>Coastal processes</p> <ul style="list-style-type: none"> • Coastal erosion, transportation and deposition • The formation of bays and headlands • Slumping and cliff retreat • Longshore drift and spit formation • Caves, arches, stacks and stumps • Coastal flooding on the East Coast of England • Locational Knowledge revision of Europe and the British Isles 	<p>Medieval England</p> <ul style="list-style-type: none"> • Life before 1066 • The fight for the English throne • Battle of Stamford Bridge • Battle of Hastings • William’s harsh rule:Domesday Book, castles and their evolution, Feudalism • Castle siege warfare • William Rufus murder investigation • Role of the Church
<p>Art</p>	<p>Music /Drama</p>	<p>Technology</p>

<ul style="list-style-type: none"> ● Charcoal one point perspective forests based on impressionist, Alfred Sisley ● One point perspective in lettering and buildings ● Chess piece designs for 3D printing in ICT ● Winter landscapes 	<ul style="list-style-type: none"> ● Exploring time signatures and performing together ● Performing rhythms expressively ● Performing polyrhythms with expression ● Organising rhythmic ideas in a structure ● Learning songs for different seasons and performances ● Learn the basics techniques involved in drama ● Learn about freeze frames ● Use of voice ● Learn about improvisation 	<p>Graphic Design</p> <ul style="list-style-type: none"> ● Familiarise with the Graphic Design Principles ● Understand colour and its effects on a design ● Have an understanding of Poster Layout Techniques ● Understand the importance of typography ● Understanding visual hierarchy ● Understand how to incorporate branding elements into poster designs <p>Visual Programming</p> <ul style="list-style-type: none"> ● Develop more advanced programming skills using Scratch. ● Apply computational thinking to solve complex problems. ● Design and create interactive projects and games. ● Collaborate with peers to develop and refine projects. ● Enhance creativity and critical thinking through programming.
<p>PE and Games</p>	<p>Religious and Moral Education</p>	<p>PSHE</p>
<ul style="list-style-type: none"> ● Fitness/Circuits <p>Y6 Circuit Training unit will allow your class to focus on a range of different types of exercise. Children will learn about exercise guidelines and will consider the benefits of different types of exercise on their mental and physical well being. They will learn about safe exercise practices, and healthy ways to exercise for full wellbeing. The skills are taught in an engaging and motivational manner, with children taking part in four different circuits before being asked to devise their own circuits to meet specific needs in lesson six</p> <ul style="list-style-type: none"> ● Football 	<p>Judaism</p> <ul style="list-style-type: none"> ● Understand what makes a person Jewish ● What Jewish people believe about God and the Messiah ● How Jewish people use the Torah for guidance in their lives ● Terminology used for the synagogue ● Role and function of the synagogue within the Jewish community ● Understand how Shabbat is practised in the Jewish home ● Research Jewish festivals: Hannukah, Rosh Hashanah, Yom Kippur and Pesach (Passover) 	<p>Being Me in My World</p> <ul style="list-style-type: none"> ● My Year Ahead ● Being a Global Citizen ● Learning Charter <p>Celebrating Difference</p> <ul style="list-style-type: none"> ● Am I normal? ● Understanding Disability ● Power Struggles ● Why Bully? ● Celebrating Difference