

Spotlight Masterpiece: To create a Bop It! game using MakeCode		Hook: To tinker with Micro:bit (using the BBC Make website)
Writing Genre: Non-fiction	Genre: Persuasion <ul style="list-style-type: none"> Use reasoning skills to convey an evidenced viewpoint in writing. Use a range of facts/faction to support the argument. To know how to use quotes to support an opinion. To know when and how to maintain formality within a discussion text. To know how to effectively use bias in a discussion text (e.g. by using outside opinions and generalisers) Use different techniques to conclude texts. River poetry: to be able to identify the sound and themes of poetry and write in a similar style 	
Reading	Class text: River Boy <ul style="list-style-type: none"> How the main characters deal with bereavement, illness and loss The changing relationship between Jess and the River Boy and her grandfather. To recognise how the main character, Jess, deals with moral issues affecting her and her family To understand the significance of the painting and how it threads through the whole story To understand how the author has used the river as a metaphor for the journey of life 	
SPAG	<ul style="list-style-type: none"> Manipulation of clauses to form multi-clause sentences. Active and passive voice Modal verbs Commands and imperatives Use generalisers Suitable fronted adverbials Past progressive Colons to join clauses where the second clause explains the first. Homophones, including specifically: steal/steel, who's/whose, your/you're, are/our, they're/their/there, herd/heard, advice/advise, device/devise, practice/practise, licence/license, farther/father, guest/guessed, led/lead 	
Mathematics	Fractions, Decimals and Percentages: <ul style="list-style-type: none"> To identify the value of each digit to three decimal places and multiply and divide numbers by 10, 100 and 1000 giving answers up to three decimal places To multiply one-digit numbers with up to two decimal places by whole numbers To use written division methods in cases where the answer has up to two-decimal places To solve problems which require answers to be rounded to specified degrees of accuracy To recall and use equivalences between simple fractions, decimals and percentages, including in different contexts To solve problems which require knowing percentage and decimal equivalents of 1/2, 1/4, 1/5, 2/5, 4/5 and those fractions with a denominator of a multiple of 10 or 25 Measurement: <ul style="list-style-type: none"> To use, read, write and convert between standard units, converting measurements of length, mass, volume and time from a smaller unit of measure to a larger unit, and vice versa, using decimal notation of up to three decimal places To convert between miles and kilometres To solve problems involving the calculation and conversion of units of measure, using decimal notation up to three decimal places where appropriate Algebra: <ul style="list-style-type: none"> To express missing number problems algebraically To use simple formulae To generate and describe linear number sequences To find pairs of numbers that satisfy an equation with two unknowns To enumerate possibilities of combinations of two variables 	
Science	Light <ul style="list-style-type: none"> To know how to recognise that light appears to travel in straight lines. To know how to use the idea that light travels in straight lines to explain that objects are seen because they give out or reflect light into the eye. To know how to explain that we see things because light travels from light sources to our eyes or from light sources to objects and then to our eyes. To know how to use the idea that light travels in straight lines to explain why shadows have the same shape as the objects that cast them. To know objects that block light are called opaque. Objects that let some light pass through are called translucent and materials that let all light pass through are called transparent. To know that objects that block light will cause shadows. To know that because light travels in straight lines the shape of the shadow will be the same as the outline shape of the object. To know if a torch is placed in front of and close to an object, the shadow of the object will be large. To know that the further away the light source is from an object, the longer the shadow of the object may be. 	
Religious Education	What difference does it make to believe in Ahimsa, grace and/or Ummah? <ul style="list-style-type: none"> To know that, for Hindus, ahimsa means being harmless means no violence, eating no meat and wearing no leather To know how Gandhi practiced ahimsa in the liberation of India 	

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	<ul style="list-style-type: none"> To know that, for Christians, the idea of grace from God means that God loves people unconditionally and is willing to offer forgiveness to anyone for anything (make links to Jesus' death and resurrection) To know that the worldwide Muslim community is called the Ummah and being part of the Ummah is expressed, for example, in pilgrimage to Makkah and is shared welfare through zakat. To make links between the three concepts (ahimsa, grace and Ummah)
Physical Education	<p>Fitness</p> <ul style="list-style-type: none"> To develop an awareness of what your body is capable of To develop speed and stamina To develop strength using my own body weight To develop co-ordination through skipping To perform actions that develop agility To develop control whilst balancing <p>Hockey</p> <ul style="list-style-type: none"> To develop dribbling to beat a defender To develop sending the ball using a push pass To develop receiving the ball with control To be able to move into space to support a teammate To develop using an open stick (block) tackle and jab tackle to gain possession of the ball To apply the rules and skills you have learnt to play in a hockey tournament
Geography	<p>World Geography- Rivers:</p> <ul style="list-style-type: none"> To know how the water cycle works To know some of the major world rivers (The Mississippi, The Nile, The Amazon, Huang He, The Ganges, The Mekong and the River Seine) To know what the main features of a river are (source, mouth, tributaries, meanders, oxbow lake, waterfall, river bank, delta, confluence and flood plain) To understand the journey from source to mouth of a river To understand how rivers change over time including, the effect of climate change and pollution on rivers
RSHE	<ul style="list-style-type: none"> To know that there are different types of relationship: friends and families, civil partnerships and marriage. To know what is acceptable and unacceptable physical contact. To be able to analyse risks and peer/media pressure. To be able to recognise role of voluntary work / pressure groups
Art	<p>Contrast J.M.W Turner (<i>The Fighting Temeraire</i>) and Vincent Van Gogh (<i>Starry Night Over the Rhone</i>) and their treatment of the same subject of rivers.</p> <ul style="list-style-type: none"> To know how to develop a painting from a drawing. To know how to mix and match colours to create atmosphere and light effects. To know how to identify primary secondary, complementary and contrasting colours. To know how to work with complementary colours. To know how to consider colour for purpose. To know how to use different techniques, colours and textures when designing and making pieces of work. To know how to carry out preliminary studies, trying out different media and materials and mixing appropriate colours.
Computing	<ul style="list-style-type: none"> To be able to suggest possible uses for a micro:bit computer, based on its components. To be able to write a simple MakeCode program that incorporates a simple output of a flashing LED image and LED scrolling name tag. To be able to create a simple MakeCode program that incorporates a physical button and accelerometer input (dice). To be able to use the following MakeCode functions: Basic, Input, Music, Logic, Variables & Maths functions to create a scorecard for a simple poll. To know that programs and code can be presented in different ways, including blocks and scripts. To know that blocks used by programs like Scratch and MakeCode represent strings of written code. To know that micro:bit is a type of computer that can be programmed to demonstrate different computer outputs. To know that micro:bit hardware inputs include: microphone, buttons, compass, accelerometer, USB & connectors, & radio antenna. To know that micro:bit hardware outputs include: speaker, lights, USB & connectors.
Primary Languages – Spanish	<p>Nuestro colegio (Our school)</p> <ul style="list-style-type: none"> To know the following school subjects: Dibujo (Art), Deporte(Sport), Español (Spanish) ,Inglés (English) , Francés (French), Matemáticas (Maths), Ciencias(Sciences), Historia (History), Física (Physics), Música (Music) To revisit the days of the week in Spanish To know how to read the time in Spanish to the nearest 5 minutes To know how to effectively use a timetable To know how to ask and answer questions to do with a timetable To know how to use the imperative in simple commands. To know how to translate basic sentences and small paragraphs between English and Spanish.