

These are some of the activities that may be covered by Year 6 this term:

Mathematics

- Statistics
- Revision of topics already covered
- Maths skills in everyday situations e.g. costing of a project
- Maths investigations

French

- Où habites-tu? Different areas/types of places to live
- Festivals / festive days in France
- Clothes and fashion
- Directions
- Revise vocabulary from topics already covered.

English

- Continue the work on the Writing Checklist.
- Revision of spelling rules
- Revision of punctuation and grammar work
- Fiction genres – Suspense stories, Character Descriptions
- Non-fiction genres – Discussions and Explanations
- Drama through end of term production

History

- Personal History
- Study explorers
- Research the exploration of Australia

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Art

- Studying traditional Aboriginal art.
- Making artwork to depict a story or timeline of personal history.

Geography

- Comparative study of physical and human characteristics of the UK, France and China

Science

- Evolution and inheritance – how living things have changed over time
- Impact of Charles Darwin on the Theory of Evolution
- How animals and plants adapt to their environments

Music

- Performance skills will be developed through the end of year productions.

PSHEe

- Money Matters
- Relationship and Sex Education
- Transition work

RE

- Continue philosophical enquiry: What is it to be human and is being happy the greatest purpose in life?
- Theology: What do Christians and Hindus believe happens when you die?
- Human and Social Sciences: How do beliefs shape identity for Muslims?

PE

- Develop rounders skills through focused skills tasks and games.
- Develop cricket skills through focused tasks and games
- Develop dance and performance skills.
- Athletic skills will be taught to include: running starts, technique, finishing and pace; relay changeovers; standing long jump technique; throwing over arm and throwing accurately.

DT

- Enterprise project to make money – plan, make and evaluate the product.

Computing

- Variables in games using Scratch
- Creating a programme on a controllable device
- Self-image and identity
- Online reputation