	Year 6				
	Spring 1 and 2				
Subject	Skill	Context	Vocabulary		
To be a scientist	Explore the part that flowers play in the life cyclepollination, seed formation, seed dispersal (Y3). Explore the requirements for life (Y3). Describe the ways in which nutrients and water are transported within animals including humans. Describe how living things are classified into broad groups. Give reasons for classifying plants and animals. Recognise that living things have changed over time and that fossils provide information about the Earth millions of years ago. Identify how animals and plants are adapted to suit their environment in different ways and how this leads to evolution.	Phase 1 What are the different habitats around the world? What animals live there? How have animals adapted to survive? Dodo case study Inherited or environmental features game. Phase 2 Designing a creature Collecting leaves to classify. Plants including parts, life cycle and requirements for life. Research a scientist - Mary Anning, Charles Darwin, Alfred Wallace. How have fox's have adapted to their environment? Phase 3 Classification of animals. How and why? Scientists challenge looking at a theory and the supporting evidence. Looking at Natural History museum website - fossils, skulls. Phase 4 What do we understand about evolution? The evolution of life sorting game			
To be a geographer	Can they confidently explain scale and use maps with a range of scales? Can they choose the best way to collect information needed and decide the most appropriate units of measure?	Phase 1 Weather station set up and monitoring. Build a DIY weather station. Why? Where do you live can you find this on a map? What is your route to school? Draw it, talk it, write it			

	Can they make careful measurements and use the data? E.g. rainfall, population, temperature, sea level Can they use maps to answer questions? Can they use a range of self-selected resources to answer questions?	What is the water cycle, can you make a representation of this? Phase 2 Weather station monitoring What is climate change? How can we help the fight against climate change? If the World were a Village book. Choose a page to represent. Phase 3 Weather station monitoring Going to the park research park. Phase 4 Researching and presenting - Antarctica.
To be an historian	When and where did the first civilisations exist (recap on previous learning).	Timeline. From the big bang to the Roman invasion Stone Age game
To be an artist	Do they have knowledge of a wide range of artists and have formed their own opinions on their different styles?	Phase 1 Who is John Lawrence? Illustrator of Floodland. Find out information about him. Sketch in the style of John Lawrence. Phase 2 Creating wood engravings Phase 3 William Blake http://www.tate.org.uk/art/artists/william-blake-39 Phase 4 Creating a visual representation of our own thoughts about climate change.
To be a designer		

To be a	(Spring 1) Children readily apply filters when	TBC
computing	searching for digital content.	
designer	Children are able to explain in detail how credible a	
	webpage is and the information it contains.	
	They compare a range of digital content sources and	
	are able to rate them in terms of content quality and	
	accuracy.	
	Children understand and can explain in some depth the	
	difference between the internet and the World Wide	
	Web.	
	Children know what a WAN and LAN are and can	
	describe how they access the internet in school.	
	(Spring 2) Children test and debug their program as	
	they go and use logical methods to identify the cause	
	of bugs, demonstrating a systematic approach to try	
	to identify a particular line of code causing a problem.	
	Children translate algorithms that include sequence,	
	selection and repetition into code and their own	
	designs show that they are thinking of how to	
	accomplish the set task in code utilising such	
	structures, including nesting structures within each	
	other.	
	Coding displays an improving understanding of	
	variables in coding, outputs such as sound and	
	movement, inputs from the user of the program such	
	as button clicks and the value of functions.	
	Children are able to interpret a program in parts and	
	can make logical attempts to put the separate parts of	
	a complex algorithm together to explain the program	
	as a whole.	
To be	Summer Term	
linguist		

To be a						
musician To be a sportsman	To develop an awareness of what your body is capable of. To develop speed, strength, coordination. To perform actions that develop agility. To develop stamina and balance. To develop catching. To learn to block. To select and apply tactics of dodgeball. To use jumps, dodges and ducks to avoid being hit. To throw and catch with accuracy under pressure. To develop a bowling action and a batting technique. To develop fielding techniques. To aplly the rules of a team game. To develop passing and moving. To defend, to shoot, to			Get Set 4 P Fitness Dodgeball Netball Rounders	<u>E</u>	
To be a theologist	Phase 1 In what was this life and Phase 2		virtues serve people in	Service Love Hope Aspiration Friendship Trust	Cards of kindness Ongoing Floodland Summer term focus Floodland How do we know we trust someone? What	
To be a	What does	What does Easter mean to Christians? What does aster mean to us?		ii usi	does that mean? How does that feel?	
reflector						
Ed	lucational Enha	ncements				,
Power of Reading text To be a writer (including grammar) Floodland by Marcus Sedgwick Outcomes: Letter writing, writing in role, poetry, y writing opportunities.		persuasive spe	eches, free writing opportunities, cross curricular			
Collins Maths To be a mathematician		See Collins Maths Sp	ring.			

Big Cat Collins Reading	Diamond – Fragile Earth, Mary Anning: Fossil Hunter, Creatures from the past, Light.	
To be a reader	Sapphire – The Big Bang, Life Cycles, The Life Cycle of the Orca, The incredible life of Sir David Attenborough.	
	Emerald – Everest Ice Climbers, Changing Land, Wonderful Wilderness.	