

English

- Read and discuss a range of texts as part of our Whole Class Reading work, including our class novel *'The Wolf Wilder'*.
- Read and explore a range of WW1 poetry.
- Prepare poems to perform inspired by WW1 events.
- Explore the persuasive language used in WW1 propaganda.
- Read and explore diary entries from WW1 and use the features of diary writing in our own work.
- Look at the features of non-chronological reports and use these features in our own information texts about WW1.
- Develop our use of cohesive devices in writing.
- Develop our use of higher level punctuation such as colons and semi-colons.
- Learn and use Y5/6 spelling rules as part of writing.

History

- Describe the causes and consequences of a significant event in history.
- Debate the significance of a historical person, event, discovery or invention in British history.

PSHE

- Explain why emotional needs are as important as physical needs.
- Explain some of the ways I can keep myself safe online and when using a mobile phone.
- Explain why some people believe more young people drink alcohol than the number that actually do.

Music

- Use gesture and expression to create a finished, polished performance of popular songs of the war such as 'Pack Up Your Troubles', 'Keep the Home Fires Burning', 'Oh, It's a Lovely War', 'It's a Long Way to Tipperary' and 'Hanging on the Old Barbed Wire'.

RE—Resurrection

- Explain what people mean by resurrection.
- Explain how resurrection is significant within the Easter story and how this is expressed through art.
- Explain our own response to the concept of resurrection through painting.

PE-Invasion Games

- Choose and implement a range of strategies to play defensively and offensively in Basketball and Handball.
- Apply aspects of fitness to the game such as power, strength, agility and coordination.
- Work as a team to improve group tactics and gameplay.
- Suggest, plan and lead simple drills for given skills such as a warm-up as a small group.
- Develop confidence to self-referee a game, following the rules and keeping the game fair.

MFL—Spanish

- Create interesting and exciting sentences to describe clothes which demonstrate understanding and accurate use of grammar. Devise a fashion show.
- Retell the Easter story in Spanish.



Year 6 Spring 2 Fallen Fields WW1

Design and Technology

- Choose the best materials for a task, showing an understanding of their working characteristics to design and make a fabric poppy badge.

Computing

- Select, use and combine a variety of software, including internet services, to conduct research on the contribution of animals during the war and collate their notes in Google Docs.

Art and Design

- Compare and contrast artists' use of perspective, abstraction, figurative and conceptual art to understand how the artist felt towards the war and if their art can be used as a reliable historical source. **Looking at work by John Nash, John Singer Sargent, Percy Wyndham Lewis, CRW Nevinson and Paul Nash.**

Geography

- Use satellite imaging and maps of different scales to find out geographical information about a place such as which countries were the Central Powers, Allied Powers and neutral powers then draw the location of these countries paying attention to their borders and positioning.

Science

Living things -

- Introduction to reasons for classification.
- Identify living things using keys.

Animals and humans -

- The circulatory system.
- Measuring pulse rate investigation.

Evolution and inheritance -

- Evolution - Darwin.
- Adaptation lead to evolution.

In order to commit our learning to long-term memory, we will revisit and build upon our understanding of these concepts in the Summer term

Maths

Measurements—Converting Units

- Read, write and recognise all metric measures
- Convert metric measures both ways
- Use and apply conversion skills to solve measurement problems
- Find approximate conversions between miles and kilometres
- Convert between imperial measures

Perimeter, Area and Volume

- Find and draw rectilinear shapes that have the same area
- Calculate the area and perimeter of rectilinear shapes
- Use approximating and estimating to work out the area of triangles by counting squares
- Use knowledge of how to find the area of a rectangle to find the area of any triangle
- Find the area of a parallelogram
- Understand how volume is different to capacity and find the volume by counting cubes
- Calculate the volume of a cuboids using the formula (l x w x h)

Number—Ratio

- Understand the ratio is the relationship between two values and use appropriate language to describe how one is related to another
- Use diagrams to compare ratios and fractions
- Understand and use the ratio symbol
- Draw bar models to calculate ratio
- Use and calculate scale factors of similar shapes to enlarge them to make them 2 or 3 times as big etc.
- Apply skills to solve ratio and proportion problems

