



YEAR 6

AUTUMN TERM 2

MEDIUM TERM PLAN

- MATHEMATICS

The children will:

- Perform mental calculations including with mixed operations and large numbers
- Identify common factors, common multiples and prime numbers
- Use their knowledge of the order of operations to solve problems involving addition, subtraction, multiplication and division.
- Use estimation to check answers to calculations and determine, in the context of a problem, an appropriate degree of accuracy.
- Divide numbers up to 4 digits by a two-digit whole number using the formal written method of long division, and interpret remainders as whole number remainders, fractions, or by rounding, as appropriate for the context.
- use common factors to simplify fractions and to express fractions in the same denomination.
- compare and order fractions, incl. fractions >1
- add and subtract fractions with different denominators and mixed numbers, using the concept of equivalent fractions
- multiply simple pairs of proper fractions, writing the answer in its simplest form
- divide proper fractions by whole numbers
- associate a fraction with division and calculate decimal fraction equivalents (e.g. 0.375) for a simple fraction
- solve problems involving the relative sizes of two quantities where missing values can be found by using integer multiplication and division facts, the calculation of fractions, decimals and percentages including for comparison, and scale factors

ENGLISH **POETRY**

The children will:

- Further explore the use of personification
- Play with language, form and shape ideas.
- Understand how poets can use personification, powerful images, and surreal, surprising and amusing images to communicate with the reader.
- Identify and display the features of imagery poetry.

Writing/Presentation

- Produce imagery poems
- Plan, draft, edit and review.
- Value their own poems and those of others and enjoy sharing them.
- Perform and publish in oral, paper and electronic forms.

Narrative

The children will:

- identify the audience for and purpose of the writing, selecting the appropriate form and using other similar writing as models for their own
 - note and develop initial ideas, drawing on reading and research where necessary
- draft and write by:**
- selecting appropriate grammar and vocabulary, understanding how such choices can change and enhance meaning
- evaluate and edit by:**
- assessing the effectiveness of their own and others' writing
 - proposing changes to vocabulary, grammar and punctuation to enhance effects and clarify meaning
 - ensuring the consistent and correct use of tense throughout a piece of writing
 - in narratives, describing settings, characters and atmosphere and integrating dialogue to convey character and advance the action
 - précising longer passages
 - using a wide range of devices to build cohesion within and across paragraphs

NARRATIVE (Cont) **Writing/Presentation**

Playscripts

The children will:

- Identify key language, structure organisation and presentational features of playscript.

Writing/Presentation

- Write an effective playscript, selecting language, form, format and content to suit a particular audience and purpose.
- Plan, draft, edit and review.

GRAMMAR AND PUNCTUATION

The children will learn how to:

- Relate words as synonyms
- Identify the subjunctive mood.
- Use the passive voice to affect the presentation of words in a sentence.
- Identify vocabulary typical of informal speech and formal writing.
- use semi-colon, colons and dashes to mark the boundary between independent clauses.
- Use a colon to introduce a list and use semi-colons within lists.
- Punctuate bullet points in a list.
- Use hyphens to avoid ambiguity.

SPELLING

Children will

- spell words with complex prefixes and suffixes

RE

COME AND SEE

- Belonging (Baptism and Confirmation)
- Judaism
- Advent/ Christmas (Loving)

PE

Gymnastics

Children will be:

- Composing a sequence of 8 – 10 elements
- Perform on floor and apparatus
- Include twist, turn, flight
- Show change of speed, contrasting shapes, balance

MUSIC

The children will learn:

- to play and perform in solo and ensemble contexts, using their voices and playing instruments with increasing accuracy, fluency control and expression.
- to improvise and compose music for a range of purposes using the interrelated dimensions of music.
- to listen with attention to detail and recall sounds with increasing aural memory
- to use and understand staff and other musical notations.

FOUNDATION SUBJECTS

SCIENCE

- . Identify and name the main parts of the human circulatory system and describe the functions of the heart, blood vessels and blood.
- Describe the way in which nutrients and water are transported within animals. Including humans.

GEOGRAPHY

- Locate the world's countries, using maps to focus on Europe (including the location of Russia) and North and South America, concentrating on their environmental regions, key physical and human characteristics, countries and major cities
- identify the position of and significance of latitude, longitude, Equator, Northern Hemisphere, Southern Hemisphere, the Tropics of Cancer and Capricorn, Arctic and Antarctic Circle , the Prime/Greenwich Meridian and time zones (including day and night)
- understand geographical similarities and differences through the study of human and physical geography of a region of the United Kingdom, a region in a European country and a region within North or South America
- describe and understand the key aspects of physical geography, climate zones, biomes and vegetation belts, rivers, mountains, and the water cycle.
- use maps, atlases, globes and digital computer mapping to locate countries and describe features studied

ART AND DESIGN

Children will

- Celebrate culture and seasonality – understand and apply the principles of a healthy and varied diet
 - prepare and cook a variety savoury dishes using cooking techniques
- To understand seasonality and know where and how a variety of ingredients are grown, reared, caught and processed

COMPUTING

The children will be taught to:

- Design programs that accomplish specific goals
- Design and create programs
- Debug programs that accomplish specific goals
- Use repetition in programs