



Y6 long term plan

	Autumn Term		Spring Term		Summer Term	
Narrative	The Machine Gunners (WW2) Pupils will: - Develop characters and settings and analyse examples - Precis longer passages - Select appropriate grammar and vocabulary for effect - Understand and use conventions of speech - Use drama and role play activities to create dialogue which they will record	The Boy in the Striped Pyjamas (WW2) - Precis longer passages - Select appropriate grammar and vocabulary for effect <ul style="list-style-type: none"> Combining action, description and dialogue to write alternative passages 	Myths and Legends (Ancient Geeks) During this unit pupils will: -Create and develop their own mythical characters and settings -Select appropriate grammar and vocabulary for effect - Explore the use of paragraphs and use cohesion within and across paragraphs		The Firework Maker's Daughter (Volcanoes and earthquakes) <ul style="list-style-type: none"> Letters Diary entries 	
Non Fiction	- Instructions and recipes linked to DT food technology -Research and note taking based on WW2	- Biography of significant people in WW2 e.g. Adolf Hitler - Recounts linked trips	- Non-chronological reports - linked to Ancient Greek lifestyle - The Greeks non fiction books	-Pupils will take part in debates and discussions - Balanced argument based on topical issue such as 'Should the age restriction for Facebook be lowered?'	- Explanations - linked to Science and Geography E.g. How is a volcano formed? How do tectonic plates affect physical geography?	- Newspaper report on Pompeii - Our Brumby Memories
Poetry	Flanders Field Remembrance Day - speaking and listening and performance poetry.	She waits Pupils will analyse and write poetry using 'She waits' as inspiration.		Pegasus Pupils will perform poems, which they have prepared, to an audience.	<ul style="list-style-type: none"> Volcano erupts kennings poetry 	
Texts used	- The Machine Gunners - Flanders Field - Children in the Second World War. Exploring the Second World War. The Blitz on Britain. Children during Wartime. A World War II Evacuee.	-The Boy In the Striped Pyjamas -Children in the Second World War. -Exploring the Second World War. -The Blitz on Britain. -Children during Wartime. -A World War II Evacuee.	- Greek myths and Legends	-Greek Myths and Legends - Examples of discursive texts	-The Firework Maker's Daughter	-The Firework Maker's Daughter

Visits/Visitors/Themed weeks	<ul style="list-style-type: none"> • Eugene Gunn - WW2 transport visit to school • Holocaust Museum (TBC) • Inviting locals to speak about their WWII experiences. -South Yorkshire Aircraft Museum (TBC) 	<ul style="list-style-type: none"> - Collection museum Lincoln. 	<ul style="list-style-type: none"> - Magna Science Adventure Centre 	<ul style="list-style-type: none"> • Activities week 		
History	<ul style="list-style-type: none"> • World War II linked to narrative text 'The Machine Gunners' A depth study of WW2 'How was Scunthorpe and surrounding areas affected by WW2?' 	<ul style="list-style-type: none"> • World War II linked to narrative text 'The Boy in the Striped Pyjamas'. A depth study of WW2 'How was Scunthorpe and surrounding areas affected by WW2?' 	Ancient Greece – a study of Greek life and achievements and their influence on the western world	Ancient Greece – a study of Greek life and achievements and their influence on the western world	N/A	N/A
Geography	<ul style="list-style-type: none"> • Map Skills (linked to World War II) - Use maps, atlases, globes and digital/computer mapping to locate countries -Use the eight points of a compass, six-figure grid references, symbols and key (including the use of Ordnance Survey maps) to build their knowledge of the United Kingdom and the wider world 	N/A			Volcanoes and Earthquakes (linked to 'The Firework Maker's Daughter') Pupils will describe and understand key aspects of volcanoes and earthquakes. They will also locate these and explain changes that have taken place over time. They will explain how physical geography affects human settlement.	Volcanoes and Earthquakes (linked to 'The Firework Maker's Daughter') Pupils will describe and understand key aspects of volcanoes and earthquakes. They will also locate these and explain changes that have taken place over time. They will explain how physical geography affects human settlement.
Maths	<ul style="list-style-type: none"> -Read, write, order and compare numbers up to 10,000,000 and determine the value of each digit. -Perform mental calculations, including with mixed operations and large numbers. -Use knowledge of the order of operations to carry out calculations involving the four operations. 	<ul style="list-style-type: none"> -Compare and order fractions, including fractions >1. Use common factors to simplify fractions; use common multiples to express fractions in the same denomination. -Recall and use equivalences between simple fractions, decimals and percentages, including different contexts 	<ul style="list-style-type: none"> -Use negative numbers in context and calculate intervals across zero -Describe positions on the full coordinate grid, all four quadrants -Draw and translate simple shapes on the coordinate plane and reflect them in the axes -Solve problems involving the calculation and conversion of units of measure, using decimal notation to three 	<ul style="list-style-type: none"> -Use knowledge of the order of operations to carry out calculations involving the four operations. -Solve problems involving the relative sizes of two quantities where missing values can be found by using integer multiplication and division facts. -Solve problems involving the calculation of percentages of whole 	<ul style="list-style-type: none"> -Round any whole number to the required degree of accuracy -Consolidate all learning in relation to the four operations using formal efficient methods at all times -Multiply simple pairs of proper fractions, writing the answer in the simplest form. -Recognise angles where they meet at a point, are on a straight 	<ul style="list-style-type: none"> -Find pairs of numbers that satisfy number sentences with two unknowns. -Enumerate all possibilities of combinations of two variables. -Solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why.

	<ul style="list-style-type: none"> -Identify common factors, common multiples and prime numbers. -Compare and classify geometric shapes based on their properties and sizes and find unknown angles in any triangles, quadrilaterals, and regular polygons. -Use estimation to check answers to calculations and determine, in the context of a problem, levels of accuracy. -Perform mental calculations, including mixed numbers and large numbers. 	<ul style="list-style-type: none"> -Draw 2D shapes using given dimensions and angles. -Calculate, estimate and compare volume of cubes and cuboids using standard units, including cm^3 and m^3, and extending to other units such as mm^3 and km^3. -Convert between miles & km. 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 to three decimal places. 	<ul style="list-style-type: none"> decimal places where appropriate. -Add and subtract fractions with different denominators and mixed numbers, using the concept of equivalent fractions. -Multiply multi-digit numbers up to 4-digits by a 2-digit whole number using the formal written method of long multiplication. -Divide numbers up to 4-digits by a 2-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. -Divide numbers up to 4-digits by a 2-digit number using the formal written method of short division, where appropriate, interpreting remainders according to the context. 	<ul style="list-style-type: none"> numbers or measures such as 15% of 360 and the use of percentages for comparison. -Recognise, describe and build simple 3D shapes, including making nets. -Recognise when it is possible to use the formulae for area & volume of shapes. Interpret and construct: <ul style="list-style-type: none"> -pie charts -line graphs and use these to solve problems 	<ul style="list-style-type: none"> line, or are vertically opposite, and find missing angles. -Express missing number problems algebraically. -Use simple formulae. -Generate and describe linear number sequences. -Recognise that shapes with the same areas can have different perimeters and vice versa. -Calculate the area of parallelograms and triangles. -Recognise when it is possible to use formulae for area & volume of shapes. 	<ul style="list-style-type: none"> -Divide proper fractions by whole numbers. -Use written division methods where the answer has up to two decimal places. -Associate a fraction with division to calculate decimal fraction equivalents, for simple fractions -Calculate and interpret the mean as an average Illustrate and name parts of circles, including radius, diameter and circumference and know that the diameter is twice the radius.
Science	<p>Classifying critters Children will learn that there are five kingdoms of living things which will be explored during this unit. Here they will explore the kingdoms not yet encountered, such as fungi and microbes</p>	<p>Let it shine This topic builds on the work carried out in Year 3 on light, shadows and reflection. The children explore beams of light and how light travels to understand how we see things. This understanding is then applied to the production of shadows, how light is reflected and coloured light and rainbows.</p>	<p>Staying alive This topic considers life processes that are internal to the body, such as the circulatory system, parts of the digestive system and how they transport fluids around the body.</p>	<p>Electrifying! This topic builds on the work carried out in Year 4 on electricity. Children also begin using symbols for components in a circuit as well as considering the effect in more detail of changing components in a circuit. The children also have opportunity to apply their learning by creating an electronic game.</p>	<p>We're dinosaur hunters Children will have the opportunity to research study and present information based on their own questions about dinosaurs. The entire topic is focused on developing children's scientific enquiry skills.</p>	<p>We're evolving This topic looks at how living things produce offspring that are similar in appearance. They also consider how animals change over time as they adapt to their surroundings and this leads to longer term changes.</p>

MFL: French	Unit 19 Notre école (Our school)	Unit 20 Notre monde (The world around us)	Unit 21 Le passé et le présent (Then and now)	Unit 22 Ici et là (Out and about)	Unit 23 Monter un café (Setting up a café)	Unit 24 Quoi de neuf? (What's in the news?)
Computing	Book 3 Unit 5.1: We are game developers. Using Kodu to build a computer game (controlling Kodu's movement).	Book 3 Unit 5.2: We are cryptographers.	Book 3 Unit 5.3: We are artists	Book 4 Unit 6.5 (Switched on computing): We are app planners	Book 4 Unit 6.5 We are app developers	Book 4 Unit 6.5 We are app developers
Art		3D work -Pupils work with recycled objects and materials to create a World War II bomb shelter.	A study of Greek art, sculptures and building. • Clay sculptures - Greek pots		•Experimenting with watercolours and tone relating to volcanoes.	
DT	Food Technology and Hygiene • Why was food rationed and how did families manage during the war? • What are the aspects of a healthy diet? Can you design a balanced healthy meal for a WWII soldier using rationed foods? -To understand the rules for basic food hygiene and safe practice when cooking savoury meals			Linked to Science Pupils to design, create and evaluate and improve a game which incorporates electrical systems (switches, bulbs, buzzers, circuits and motors)		Bridge Building Pupils will study a variety of structures and how they have been designed for strength. Pupils will work as part of a team to design and build a bridge to compete against their peers for the strongest bridge. Pupils will evaluate and improve as part of the engineering cycle.
RE	• Remembrance Day - speaking and listening and performance poetry. • Living a Faith - unit 6.1	• Living a Faith - unit 6.1 What was it like for Jewish people during World War II?	Hopes and Visions- unit 6.2	Hopes and Visions- unit 6.2	Justice and Freedom- unit 6.3	Justice and Freedom- unit 6.3
PE	Fundamental Motor Skills Athletics Games (Striking/Fielding)	Fundamental Motor Skills Gymnastics Dance (Cross Country)	Fundamental Motor Skills Dance Gymnastics (Cross Country)	Fundamental Motor Skills Games (Invasion) Athletics (Indoor and Outdoor) OAA (Outdoor Adventurous Activities)	Fundamental Motor Skills Athletics Games (Net) OAA (Outdoor Adventurous Activities) (Sports Day)	Fundamental Motor Skills Athletics Games (Net/Striking/Fielding) OAA (Outdoor Adventurous Activities)
Music	Living on a Prayer	Benjamin Britten - A New Year Carol	Classroom Jazz 2	Fresh Prince of Bel Air	Make You Feel My Love	Reflect, Rewind, Replay

PSHE	-Relationships Coping with strong feelings: love, loss, aggression and anxiety.	-Making Choices Bullying, pressures and risks in the Community	-Being Me Body Image and Self-awareness and the impact on Self Esteem	-Being Me Body Image and Self-awareness and the impact on Self Esteem	-All Change Preparing for transition and mindfulness	-Substances Substance use/misuse and addiction
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