# **Literacy:**

#### Continue

**Stories with Flashbacks:** Revise work on adverbials and dialogue and then investigate relative clauses. Chn explore different forms of flashback and identify its various functions. They then create a flashback in the form of a Pensieve memory.

Persuasive Writing- Use 'The Tin Forest', 'Dinosaurs and all that rubbish' to explore expanded noun phrases, apostrophes and modal verbs. Compare their informal language with formal texts. Chn write a persuasive letter, short story + blurb & hold a debate.

Narrative Victorians: Street Child: Explore the life of a street child, reading Street Child by Berlie Doherty; research street children from around the world and write a modern story about a street child. In nonfiction research information about workhouses and write an imaginary report by an overseer using a formal tone; read a range of Victorian poetry and write poems.



# Maths: Topics to be covered during the term:

**Place value** addition, subtraction, rounding, understand calculate negative numbers, using mental and written strategies.

Brackets and order of operations.

**Decimals and Fractions** (add, multiply and divide fractions, equivalent fractions, ratios, proportions and percentages)

**Multiplication and division/Decimals** (factors, multiples, solve rate and scaling problems)

# **Religious Education:**

Places of Worship

### **Humanities:**

#### Victorians:

-Monarchs, Timeline, Rich and poor, Laws and Workhouses



Year 6 Curriculum Plan

Mrs R Razaq & Miss M Khan (TA)

Autumn Term 2A (2021-22)

#### Science:

## **Biology: Classifying Organism**s

Children explore what micro-organisms are and how they can be grouped.



# **Computing: Kodu Programming (continue)**

This unit introduces children to programming with Kodu, a simple visual programming language made specifically for creating games.

Children will investigate and evaluate the features of programming software, use tools and add features to create an original landscape in Kodu, analyse and deconstruct code and program a character.



#### Arabic:

• Health & Welfare

Islamic Ethos: Islam teaches us to take good

care of our health and well-being

Character Development: Good Health, Self-

Awareness, Responsibility

## Art/D&T: Baking Biscuits



- -Research
- -Biscuit Profile
- -Recipes
- -Brief/ Design and cookery session

# P.E: We are Gymnasts and great at invasion games.

- Recording personal best
- Attacking and defensive strategies
- Modified team games



PSHE: HEALTH AND WELLBEING SAFETY FIRST

