

# Brecknock Year 6 Autumn 2 Curriculum Leaflet



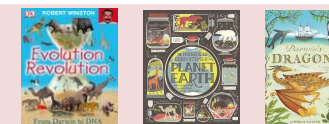
## HUMANITIES - GEOGRAPHY and HISTORY Tea, Sugar and Spice - Colonial Legacy

Use a range of sources to understand how people's lives have shaped this nation and how Britain has influenced and been influenced by the wider world. Describe some of the social, political, religious and economic developments of the past, including the expansion and dissolution of empires. - understand how British influence in India, China and SouthEast Asia grew during the early years of the British Empire. Describe and understand key aspects of human geography: types of settlement and land use, economic activity including trade links, and the distribution of natural resources. Critically evaluate primary sources and secondary sources thinking about the perspectives given by different people about the British Empire

## ENGLISH

Key texts: Evolution Revolution, by Robert Winston, The Incredible Ecosystems of Planet Earth, by Rachel Ignotofsky, Darwin's Dragon, by Lindsay Galvin

Outcomes: Biography (to inform), explanation text (to inform), action scene with dialogue (to entertain).



## MATHS

Numbers up to 10,000,000: Explain rounding, use efficient and formal methods for addition and subtraction across a million.

Draw, compose and decompose shapes: Draw, sketch and identify 3D and 2D shapes. Find the area of a compound shape. Understand parallelograms.

Multiplication and division: Understand the effect on a product or quotient when factors and dividends are scaled. Use the formal long method to multiply three-digit numbers by two-digit numbers. Use the method of long division with and without remainders. Explain ratio and interpret remainders.

## SCIENCE (STEAM) Evolution and Inheritance:

Recognise that living things have changed over time and that fossils provide information about living things that inhabited the Earth millions of years ago. Recognise that living things produce offspring of the same kind, but normally offspring vary and are not identical to their parents. Identify how animals and plants are adapted to suit their environment in different ways and that adaptation may lead to evolution.

## COMPUTING : Variable in games

Explore the concept of variables in programming through games in Scratch. Find out what variables are and relate them to real-world examples of values that can be set and changed. Use variables to create a simulation of a scoreboard within a project.

## PHYSICAL EDUCATION

PRACTISE, PRESENT, FEEDBACK: Develop flexibility, strength, technique, control and balance. Understand how to improve and learn how to evaluate and recognise their own success. (Gymnastics coach)

MODIFIED TENNIS: To play competitive games, modified where appropriate. Pupils should continue to apply and develop a broader range of skills.

## RE: Concept - Interpretation, the two narratives of Jesus' birth

PSHE - Personal Social Health Economic: Living in the Wider World. Black History Season- equality, challenging racism.

Health and Wellbeing: keeping healthy and the benefits of being active.

Drugs Education: risks associated with using drugs both legal and illegal, how to assess and manage risk in situations involving drugs.

## ART & DESIGN and DESIGN TECHNOLOGY: STEAM

Children will look at illustrations of plants, animals and sea creatures by Ernst Haeckel. They will produce accurate drawings of their own from observation using tonal contrast to show light and shadows.

MUSIC: The impact of Blues Music on popular music. Twelve bar blues chord sequence and techniques such as improvisation through performance.

FRENCH: Les planètes. Name and label a map of the Solar System in French. Adjectival agreement and use of conjunctions and intensifiers. Interview an astronaut.