# Brecknock Year 6 Summer 1 Curriculum Leaflet

**HUMANITIES - GEOGRAPHY**

Geographical Skills and Knowledge Study: Isle of Wight- Geographical European Country Study - understanding geographical similarities and differences through studying the human and physical geography. Identifying physical and human features of a place. Understanding the key historical events and developments that have shaped the Isle of Wight, and appreciate its significance within the context of British history. Fieldwork study on the residential trip to the Isle of Wight.
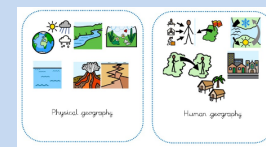
**ENGLISH**

Key texts: Hugo Cabret by Brian Selznick, The Island by Armin Greder, Floodlands by Marcus Sedgwick
Outcomes: Setting description (to entertain), Diary entry (to recount), book report (to inform)

**MATHS**

Problem solving: Four operations - focus on more challenging word problems and developing reasoning skills
Properties of shape: Draw 2D shapes using dimensions and angles, compare and classify shapes, illustrate and name parts of a circle, find missing angles using known angle facts.
Recognise, describe and Position and direction: Describe positions on a coordinate grid, draw and translate simple shapes and reflect them in other axes.

**SCIENCE**

Electricity: Understand how the number and voltage of cells used in circuits impacts brightness and volume. Compare and give reasons for variations in how components function. Use recognised symbols when representing a simple circuit in a diagram.

**COMPUTING** - Sensing. Develop pupils' understanding of variables in a different programming environment and using a microbit. To enable pupils to combine their knowledge and understanding of programming constructs introduced in previous years.

**PHYSICAL EDUCATION**: FOOTBALL OR GAELIC- Play competitive games, modified where appropriate. Apply basic principles suitable for attacking and defending. SPEED, DISTANCE, STRENGTH- Using running, jumping and throwing in isolation and combination.

**RE** - Concept – Power. Cross faith.

**PSHE** - *Relationships education* - qualities of a good friend, differences between a healthy and unhealthy relationship.

**DESIGN TECHNOLOGY:** Electric circuits: to create a card that contains an electric circuit to make a bulb light up.

**FRENCH:** Manger et Bouger (Healthy Lifestyles)- Name and recognise 10 foods and drinks that are considered good and bad for your health. Say what activities they do to keep a healthy lifestyle. Learn to make a healthy recipe in French.

**MUSIC**: Body Percussion and song writing- major and minor scales and chord structure, compose and record a song for end of year production.