

Maths

- *Using number and place value to solve problems
 - numbers up to 10,000,000
 - numbers to 3 decimal places
 - rounding decimals
 - algebra: linear number sequences
- *Using addition and subtraction to solve problems
 - estimating
 - formal methods
 - decimal numbers
 - algebraic number sequences with 2 unknowns
 - finding averages
 - using BODMAS
- *Using multiplication and division to solve problems
 - estimating
 - using the inverse to check
 - formal methods: long multiplication/division
 - multiplying decimal numbers
 - interpret remainders
 - algebra : finding pairs of numbers that satisfy sequences
- *Using fractions to solve problems
 - identifying common factors and simplifying fractions
 - turning fractions into the same denominations
 - prime numbers
 - comparing and ordering fractions
 - estimating
 - link fractions with division
 - adding/subtracting fractions with different denominators
 - find decimal fraction equivalents for simple fractions
 - algebra: finding pairs of numbers that satisfy number sequences involving 2 unknowns
- *Using percentages to solve problems
 - recall and use equivalences between simple fractions, decimals and percentages
 - find simple percentages of amounts
 - use percentages for comparison

Music—Victorian Music Hall

- *Can I analyse music?
- *Can I link notes together to form musical phrases?
- *Can I sing in a way that reflects the lyrics, using dynamic for emphasis?
- *Can I interpret musical notation?

History—Victorian Britain

- *Who was Queen Victoria and why was she so important?
- *To create a timeline in chronological order
- *To investigate how industrial changes impacted on life
- *To compare and contrast Victorian childhood
- *To experience a Victorian school day

Literacy—Street Child

- *To take part in whole class or group discussion, contributing ideas
- *To be able to use written text or illustration to collect information
- *To show what has been deduced from a text
- *To respond imaginatively to a text
- *To use drama to explore key moments and feelings in a text
- *To write in role
- *To perform a text and make it come alive
- *To work collaboratively collecting information for visual images
- *To recognise how language is used to create atmosphere
- *To understand a character's point of view and motivation
- *To use story maps to help track a character's journey
- *To continue the story in the style of the author



Year 6 Term 1
Rule Britannia!

ICT—Coding

- *Plan and create a program
- *Debug a program
- *use functions
- *include buttons that launch other programs
- *include buttons that launch other windows to external websites
- *adapt an existing text adventure to make it unique to their own requirement.

NB We will be using PurpleMash to complete this work and the children can access this from home to further practise the skills

PSHE—British Values; Being British

- *Reflect on and celebrate achievements, identifying strengths, areas for improvement and set high aspirations/goals
- *Define what being British means to me
- *Analyse 'Britishness' in the past
- *Understand that everyone has human rights
- *Evaluate ways that Coxheath upholds British values
- *Know that there are some cultural practices that are against British law and universal human rights, such as FGM

Science—Living Things & Their Habitats

- *Describe how things are classified into broad group according to common observable characteristics and based on similarities and differences, including micro organisms, plants and animals
- *Give reasons for classifying plants and animals, based on specific characteristics
- *Identify scientific evidence that has been used to support or refute ideas or arguments
- *Make a key to classify plants

Games / PE—Gym & Hockey

- *move in and out of different balances
- *perform a series of symmetrical and asymmetrical balances
- *use apparatus to show contrasting body shapes
- *improve control and accuracy when dribbling and passing
- *improve tackling skills and develop decision making in active play
- *get into positive position to shoot and score goals.

Art—William Morris Printing

- * Research the life of William Morris
- * Identify his artistic style and influences
- * Create designs using the same techniques and features
- * Create a print template using chosen design
- * Print using techniques shown.

DT—Victorian Toys

- * Identify how cam toys work
- * Design a cam toy suitable for a Victorian child
- * Plan each step of construction
- * Follow plan to construct a cam toy
- * Use tools safely
- * Evaluate completed toy

RE—Christinaity & Humanism

- * suggest ideas about why humans can be both good and bad, making links to Christian ideas.
- *describe Christian and Humanist values.
- *express ideas about big moral concepts.
- *consider what a moral code is and why people chose to live their lives by one.
- *identify values found in stories and texts.