

### **Literacy:**

#### **Non - Fiction: Persuasive / Informative Speech**

Within this unit students will focus around the model text of a speech written by Greta Thunberg addressing the issue of climate change. Throughout the topic students will explore the use of ; scientific facts, noun phrases and active/ passive phrases. They will then apply what they have learnt to write their own persuasive speech on a global issue of their choice.

#### **Poetry: Rap - Thinker's Rap: My Puppy Poet and Me**

This unit will allow students to write their own free verse poem using THINKER: My Puppy Poet and Me by Eloise Greenfield & Ehsan Abdollahi Hardcover as inspiration. During the topic students will explore many areas including; precision verbs, personification and collective nouns. Students will apply the skills they acquire when writing independently write the events of 'Pets' Day' as a rap by Thinker.

### **PE: Swimming**

- To know how to enter and exit the water correctly.
- To be confident in, on and under the water.
- To be able to float safely, using correct techniques in the water.
- To build confidence and stamina in different swim strokes.

### **PSHE/ SMSC: Digital well being**

This topic is based on the concept of digital well-being. Through the topic students will;

- Identify the benefits of the Internet and know how to look after their digital well-being.
- Explore how to stay safe, healthy and happy online and when to use digital technology.
- Explore how to develop safe, respectful and healthy online relationships and recognise signs of inappropriate and harmful relationships
- Identify how to use social media responsibility to protect the health, well-being and rights of all
- Explore what online bullying is and what to do if they see or experience it to help make it stop.

### **Special days/ trips:**

- Book week: 28/2/2022
- STEM week:21/3/2022
- Ramadan week:4/4/2022

### **Science: Light**

This unit builds on from the Year 3 knowledge of light. Within the topic students will explore how;

- light travels to enable us to see
- mirrors reflect light, and how they can help use see objects
- refraction changes the direction in which light travels by conducting and investigation.
- Prism changes a ray of light .
- Light enables us to see colours.
- As well as why shadows have the same shape as the object that casts them.

### **Design and Technology: Programming Adventures**

This unit will allow students to;

- Program and control floor robots,
- Generate and develop ideas for an adventure map with appropriate ideas.
- Explore the properties of materials for obstacles.
- Plan, create and evaluate their own adventure maps.

## **TOPIC: YEAR 6** **Term: Spring 2**

### **Geography – Amazing Americas:**

In this unit students will continue to explore the Amazing Americas building on their knowledge from Spring 1 by;

- Identifying the physical and human geographical features of their local area.
- Identifying similarities and differences in human and physical geography of their local area and North America.
- Naming and locating the ancient and new wonders of the world.
- Describe the characteristics and significance of natural wonders of America.

### **History – Benin:**

The topic focusing on Benin, is a continuation from Spring 1 and will allow students to;

- Explore how Benin's past is recorded through sources
- Explore the story of how Eweka came to be Oba of Benin.
- Examine and evaluate different sources of evidence about Benin and say what this teaches us about their culture.
- Explain how and why the kingdom became powerful and successful and how the empire came to an end.

### **RE:**

#### **Seerah**

- The Farewell Hajj
- The Last Sermon
- The passing of the Prophet sallalahu alayhi wasallam
- Life without the Prophet sallalahu alayhi wasallam

### **Arabic: All in a Day**

In this unit, students will broaden their vocabulary in the context of telling the time. They will build on their knowledge of telling the time and interpret charts written in Arabic.

### **Computing – Kodu Programming:**

In this topic students will be introduced to Kodu, a simple programming language made specially for creating games. During the unit students will;

- Investigate and evaluate features of programming software.
- Program Kodu saying 'when' and 'do' instructions
- Use tools and add features to create an original landscape in Kodu.
- Analyse and deconstruct code to work out its purpose
- Program a character to be controlled around a custom track to reach a goal
- Program a character to follow automatic path.

### **Numeracy:**

#### **Properties of shapes:**

- Measure with a protractor
- Calculate angles
- Vertically opposite angles
- Angles in a triangle
- Angles in special quadrilateral
- Angles in regular polygons
- Draw shapes accurately
- Draw nets of 3-D shapes

#### **Revision:**

Students will recap all the required knowledge for KS2 Maths by exploring each topic. They will do this by;

- Exploring methods
- Recalling key information
- Practising arithmetic questions
- Practising reasoning and problem-solving questions
- Practising exam technique e.g. timing.

Addition & Subtraction	Place Value	Multiplication & Division	Statistics
Perimeter, Area & Volume	Fractions	Problem Solving	Decimals
	Ratio		
Properties of Shape	Converting Units	Geometry: Position & Direction	Percentage
	Algebra		