

## Literacy:

### Poetry: Narrative Poem - Hope-lo-Docus

This unit is focused around the poem 'The Hope-o-potamus' by Greg James and Chris Smith. During the topic students will explore the jigsaw pieces which includes; prepositional phrases, rhyme, dialogue time adverbials and word play. Students will apply the skills they acquire to create their own narrative poem with a key message of resilience and hope in adversity.

### Non-Fiction: Postcards -

Within this unit students will explore the characters within traditional Fairytale worlds that are considered prisoners. Throughout the topic students will explore informal writing techniques by using; puns, rhetorical questions and dashes. They will then apply their understanding of the character and writing techniques to create postcards from these 'prisoners'.

## PE: Invasion games

Students during this topic will recap the fundamentals needed to play a range of invasion games. They will focus on;

- Passing and moving with a ball.
- Applying attacking and defending skills and techniques in a game.
- Inventing a new game that required attacking and defending.

## PSHE/ SMSC: Money matters

This topic encourages students to think about how money is used in the wider world. They will explore;

- financial risks and how to avoid them
- how retailers try to influence our spending
- how spending decisions are made and how Islam influences our choices.
- Why budgeting can be helpful
- How to budget.
- Impact money can have on people's emotional wellbeing
- The impact spending has on our environment.

### Special days/ trips:

- Ramadan/Eid – 25/4/2022
- Parents meeting – WB 9/05/2022

## Science: Evolution and Inheritance within Islam

This unit builds on from the Year 3 rocks unit and animals including humans and living things and their habitat units. During this unit students will;

- 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 changes over time.

## Art: South and Central American Art

This unit will allow students to explore the traditional art and artists from this region. They will;

- Explore the work of different artists
- Create art by; sculpting with clay, painting and colouring, collage.

# **TOPIC: YEAR 6**

## **Term: Summer 1**

## Geography – Trade and Economics:

In this unit students will explore how goods and services are traded around the world. They will;

- Explore the UK's trade links with other countries
- Use maps to demonstrate the UK's trade links with other countries
- Explore and explain in depth the trade links between other countries and the UK.

## History – The Indus Valley:

The topic focusing on the early civilisation of the Indus Valley. They will;

- Explore where and when the Indus Valley civilisation existed
- Describe the work of some key explorers who helped discover the Indus Valley civilisation and explain what they discovered.
- Explore the different aspects of the history of the Indus Valley
- Order chronologically events from the Indus Valley

## RE: Morals & Manners

The children will be studying etiquettes and manners through the different role models in society past and present. The children will study aspects of Shamail - the beautiful manners of the Prophet (sallallahu alayhi wasallam). They will show an awareness of morals, question morals and demonstrate an ability to make choices, understanding the consequences.

## Arabic: Holidays

In this unit, students will broaden their vocabulary in the context of travel and holidays. They will read texts about visiting different places and use their knowledge to write about a recent trip.

## 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;

- 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.
- Apply and refine skills to create their own racing game.

## Numeracy:

### 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		