M

**Art -** •Choose a style of drawing suitable for the work.

•Use a variety of techniques to add interesting effects.

•Give details about the style of some notable artists, artisans and designers.

•Show how the work of those studied was influential in both society and to other artists.

•Develop and imaginatively extend ideas from starting points throughout the curriculum.

•Collect information, sketches and resources. Show life-like qualities and real-life proportions.

•Use tools to carve and add shapes, texture and pattern.

•Combine visual and tactile qualities.

•Create original pieces that show a range of influences and styles.

•Mix textures.

**Personal development -**

Citizenship/Democracy:

Keeping safe

Rights and Respect.

**Computing -**

Purple Mash:

Coding- design a playable game with timer and score

Spreadsheets-design and use spreadsheets

**English -**

Narrative- “Who let the God’s out?”

Newspaper Report – Prisoner 42 Escape

Information Text- Care guide for a Minotaur

Persuasive advert- Mythical object

Ancient Greek myths retelling (speaking and listening)

Narrative - Armstrong – The Adventurous Journey of a Mouse to the Moon

**Maths -**

Measures- converting units

Ratio and Algebra

Decimals, Fractions and Percentages

Area, Perimeter and volume

**Modern Foreign Languages –**

Homes and Houses

Investigating sports

* Listen for sounds
* Identify strategies for learning vocabulary
* Write some words from memory

**DT -** Designing- create a diorama.

•follow and refine original plans

•justify planning in a convincing way

Making- use a range of tools and equipment competently

•make a prototype before

•making a final version

•know which tool to use for a specific practical task

•Know what each tool is used for

•know how to use any tool correctly andsafely

Evaluating

•Know how to test and evaluate designed products

Food- Investigate and analyse a range of existing products

•Understand the principal of a healthy varied diet

•Prepare and cook a variety of savoury dishes

**Religious Education –**

U2.1 What does it mean if Christians believe that God is holy and loving?

U2.6 For Christians, what kind of king is Jesus?

EUREKA!

A theme on Ancient

Class 6

**Physical development –**

Atlas Sports- Basketball/Handball

Gymnastics

Hockey

**Music – Charanga music scheme- A New Year Carol/Classroom Jazz/Pop Motown**

Performing: Maintain own part whilst others are performing their part

Listen: Repeat a phrase from the music after listening intently.

Use and understand: Analyse features within different pieces of music.

Appreciate: Describe, compare and evaluate music using musical vocabulary.

**Science –**

***Forces -***Know what gravity is and its impact on our lives

***Earth and Space -***Know about and explain the movement of the Earth, Moon and other planets relative to the Sun and each other.

•Know and demonstrate how night and day are created

•Describe the Sun, Earth and Moon (using the term spherical)

**Light –** Know how light travels. •Know and demonstrate how we see objects.

•Know why shadows have the same shape as the object that casts them.

•Know how simple optical instruments work e.g. periscope, telescope, binoculars, mirror, magnifying glass etc.

**History -**

Greek life and influence on the Western world

•Know some of the main characteristics of the Athenians and the Spartans

Be able to place Ancient Greece on a timeline

•Know about the influence the gods had on Ancient Greece

•Know at least five sports from the Ancient Greek Olympics

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