Science: Living things and their habitats

As scientists, we will:

- Describe how living things are classified into broad groups according to common observable characteristics and based on similarities and differences, including micro-organisms, plants and animals.
- Learn about the significant work of Carl Linnaeus, a pioneer of classification.
- Use classification systems and keys. Identify and classify some animals and plants in the immediate environment and research animals and plants from a broad range of other habitats in the Indian subcontinent.

Mathematics

As mathematicians, we will revise the KS2 curriculum and continue to study

- Number: Decimals, Percentages, Fractions, Algebra, Place Value
- > Statistics
- Measurement: Perimeter, Area and Volume, Converting Units
- > Ratio, Proportion and Averages
- Geometry: Exploring 2D and 3D Shape, Angles, Co-ordinates, Translations and Reflections

Design Technology

As designers, we will:

Design a child's bicycle suitable for a developing country.

Consider culture and society in plans and designs.

Generate innovative ideas, drawing on research.

Indicate the design features of the product that will appeal to intended users and explain how they will work.

Tinker with bicycle components, assembling/disassembling them correctly, selecting appropriate tools and using them competently. Consider cost, originality, sustainability and potential impact of their own design.

Use annotated sketches, cross-sectional drawings and exploded diagrams to communicate elements of bicycle design.

French

As international speakers, we will:

- > Show understanding in simple reading
- > Adapt known language to create new ideas
- Describe people, places & things
- > Understand basic grammar, e.g. gender

English

As readers, we will:

- > Expand our vocabulary Word of the Day
- Participate in Guided Reading sessions, reading, discussing and evaluating a wide range of texts
- Identify themes, features and key points in a range of texts

As writers, we will:

- Practise spelling and grammar every day
- Write to persuade, discuss, inform and entertain in a range of genres and text types linked to our topic and class text: Just So Stories by Rudyard Kipling.

As speakers, we will perform a play from memory, making deliberate choices how to convey character, context and atmosphere

PSHRE

As speakers, we will take an active part in discussions, listening to and considering the viewpoints of others. We will continue to have regular Circle Time discussions about Current Affairs, Feelings and Relationships and questions and ideas the children have generated themselves.

Science: Light

As scientists, we will:

- Recognise that light appears to travel from a source in straight lines and explain that objects are seen because they give out or reflect light into the eye.
- Explore and observe light by looking at a range of phenomena including rainbows, coloured filters and refraction in water.
- Design and make a periscope.

Geography

As geographers, we will:

- Describe and understand key aspects of human geography, including: types of settlement and land use, economic activity including trade links, and the distribution of natural resources including energy, food, minerals and water.
- Use maps, atlases, globes and digital/computer mapping to locate countries and describe features studied.
- Locate, describe and ask questions about the Indian subcontinent.

INDLA

CLASS TEXTS: THE JUNGLE BOOK AND JUST SO STORIES BY RUDYARD KIPLING

History

As historians, we will:

YEAR 6: SUMMER TERM

Learn about the key features of the Indus Valley Civilisation.

Learn that there were some advanced societies in the world 3000 years ago and know that Britain was not one of them.

Learn how some historical events occurred concurrently in different locations (Indus Valley, Ancient Egypt, Ancient Sumer etc.)

Study an aspect of British history (the British Raj) that extends pupils' chronological knowledge beyond 1066. Summarise how Britain has had a major influence on the world, and how it has learnt from and been influenced by other civilisations, including beliefs, behaviour and characteristics of people.

PE: Swimming, Cycling, Rounders, Cricket

As sportspeople, we will:

- Develop stamina and safety awareness both by cycling on roads and swimming (including in open water)
- Play and umpire team games to agreed rules
- Take part in outdoor and adventurous activity challenges
- Develop tactical planning and leadership through teamwork.

Art

As artists and designers, we will:

- Create sketch books to record our observations and use them to review and revisit ideas.
- Explore the history and style of Indian art and design including Mandalas, Batik, Mehndi, Rangoli art
 Organise our work in terms of pattern, repetition, symmetry or random printing styles (block printing).
- > Select and use a wider range of tools and cutting equipment to perform practical tasks.

ICT

As computer users, we will:

- Design algorithms that use repetition and selection
- Select, use and combine software on a range of digital devices

Music

As musicians, we will:

- Perform parts from memory
- Take the lead in a performance
- Sing with control and expression