








Creative Friday display: WW2 Art and Blackout poetry



Spelling & vocab display: Spelling patterns this term; Year 6 vs. Miss Francis

Science display: Working Scientifically display

Arts outcome: WW2 art work and poetry

Week	Special events	English Focus text – The Savage/ The Journey	Maths Theme/area – Number and place value; four operations	Science Theme/area – Working Scientifically	PE Theme/area – Net and wall games – Tennis/ Badminton Premier Sport	Computing Theme/area – Purple Mash - Coding	PSHE Theme/area – Celebrating Difference
1		<u>The Savage</u> Newspaper writing Grammar – Using brackets, dashes or commas to indicate parenthesis Spellings – -cious and -tious	Addition and subtraction <div> <div>Add whole numbers with more than 4 digits</div> <div>Subtract whole numbers with more than 4 digits</div> <div>Inverse operations (addition and subtraction)</div> </div>		Serving accurately at a target		To understand there are different perceptions about what normal means
2		<u>The Savage</u> Short story Grammar – modal verbs to indicate degrees of possibility Spellings – -cial and -tial	Addition and subtraction <div> <div>Multi-step addition and subtraction problems</div> <div>Add and subtract integers</div> </div>	To be able to give reasons for classifying plants and animals based on specific characteristics.	Returning a serve	Designing and writing a more complex program that accomplishes a specific goal.	To understand how being different could affect someone's life
3		<u>Refugees by Brian Bilston</u> <u>The Journey</u> Poetry and inference	Multiplication and division <div> <div>Multiply 4-digits by 1-digit</div> <div>Multiply 2-digits (area model)</div> </div>	Focus on a scientist (Carl Linnaeus). Biography writing	Forehand and backhand returns		To explain some of the ways in which one person or a group can have power over another

		Grammar – using adverbs to indicate degrees of possibility Spellings – negative prefixes					
4		<u>The Journey</u> Diary entry Grammar – perfect verb forms to mark relationships of time and cause Spellings – homophones and near homophones	Multiplication and division  Multiply 2-digits by 2-digits  Multiply 3-digits by 2-digits		Volleys – try to keep a rally going	Introducing functions – organise code into functions	To know some of the reasons why people use bullying behaviours
5		<u>The Journey</u> Persuasive letter to guard Grammar – using commas to clarify meaning and avoid ambiguity in writing Spellings – homophones and near homophones	Multiplication and division  Multiply up to a 4-digit number by 2-digit number	<u>Record data and results</u> – presenting findings from an experiment	Cross-court shots and down-the-line shots	Vocabulary review – describe coding using the appropriate terms.	To give examples of people with disabilities who lead amazing lives
6		<u>RE linked – finding out about refugee organisations around the world</u> – informative leaflet Grammar – Word Classes Spellings – recap all patterns	Multiplication and division  Divide 4-digits by 1-digit  Divide with remainders	<u>Taking measurements with scientific equipment</u> – taking repeat readings when appropriate	Smash and block shots	Using buttons to showcase work – include buttons that launch other programs	To explain ways in which difference can be a source of conflict and a cause for celebration

7		<u>Christmas around the World</u> Non-chronological report Grammar – recap grammar from this term	Multiplication and division  Long division (1)  Long division (2)		Game situations	Using 2Code to make a text based adventure – follow through the code of how an adventure can be programmed in 2Code.	
Week		Geography Theme/area – How can we live more sustainably? Distribution of natural resources including energy and minerals. Distribution of natural resources including energy and minerals.	History Theme/area – Comparing Monarchs Key Q – What was the impact of WWII on Bexhill?	Art Theme/area – Art from the past	DT Theme/area – Food Design/ make/ evaluate a game for a Christmas fair	Music Theme/area – Exploring simple compositions/ Seasonal music	RE Theme/area – Leaving and arriving
1							
2			<u>Prior understanding</u> What do we already know about WWII?	Sketching from WWII photographs – basic outlines and perspectives. Effect of different pencil grades.			
3			<u>Chronology</u> Understand the reasons for WWII and place some key events in chronological order.	Sketching from WWII photographs – adding tone and texture. Continue exploring the effect of different pencil grades.		Simple compositions using jazz chords. Tuned instruments.	

4		To identify some of Britain's natural resources and explain how they are used.	<u>Chronology</u> Place key historical events in the correct order.		Market research – what types of games are popular at Christmas fairs already?	Learning Christmas songs – singing and keyboards	
5		To identify some ways in which natural resources are used to produce energy.	What happened in Bexhill during WWII?	Blitz blackout poetry – creating WWII artwork using poetry as a starting point. Sketching/ blackout.	Use market research to inform planning/ designing a game for a Christmas fair.	Learning Christmas songs – singing and keyboards	Real life refugees – Christmas story and how it links to experiences of refugees today.
6		To identify clean and renewable natural resources used to produce electricity, and to discuss the pros and cons of their use.		Christmas themed art/ DT – Seasons calendar Making a game for a Christmas fair/ party Christmas cards involving sliders and levers.			
7		To describe where a range of natural resources come from and how they are used.					How is Christmas celebrated around the world?

Creative Friday 6 th November	WWII art work
Foundation Friday 13 th November	Science
Foundation Friday 20 th November	Geography
Foundation Friday 27 th November	History
Creative Friday 4 th December	DT day! Christmas game.
Foundation Friday 11 th December	RE
Foundation Friday 18 th December	PSHE