Year 6 Curriculum Objectives 2017 – 2018: Term 3

School Value focus	Tolerance of all religions and values		
Overview of term across the school	Science: Materials/Light/Sound/Evolution Computing: Multimedia and Communication/Computational Thinking E-Safety: Contact		History: Events Beyond Living Memory/Ancient Civilisations Art: Sculpture

WRITING – LITERACY TREE/TEXTS	MATHS Busy Ants Book 6B

SCIENCE	HISTORY
Evolution and inheritance Pupils should be taught to: 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 evolution. **Working Scientifically** planning different types of scientific enquiries to answer questions, including recognising and controlling variables where necessary taking measurements, using a range of scientific equipment, with increasing accuracy and precision, taking repeat readings when appropriate recording data and results of increasing complexity using scientific diagrams and labels, classification keys, tables, scatter graphs, bar and line graphs using test results to make predictions to set up further comparative and fair tests reporting and presenting findings from enquiries, including conclusions, causal relationships and explanations of and degree of trust in results, in oral and written forms such as displays and other presentations identifying scientific evidence that has been used to support or refute ideas or arguments.	**A non-European society that provides contrasts with British history** One study chosen from: early Islamic civilization, including a study of Baghdad c. AD 900; Mayan civilization c. AD 900; Benin (West Africa) c. AD 900-1300

ART	COMPUTING
Improve their mastery of art and design techniques, including <u>sculpture</u> with a range of materials [for example, clay] About great artists, architects and designers in history Create sketch books to record their observations and use them to review and revisit ideas	**Computer Science-Computational Thinking** Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts. Use sequence, selection, and repetition in programs; work with variables and various forms of input and output. Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs. **E-Safety:** Contact (protecting yourself, public v private) Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.

PSHE	PE	RE
Dot Com: Lessons 9-12 **SRE-** To understand male and female puberty changes in more detail **First Aid-** Suspected Heart attack	Gymnastics and Netball/Basketball	**Judaism unit 4 (Passover)** To know about Celebrations and special meals. To know about the context of the Pesach (Passover) festival, the story attached to it, how it is celebrated and its inner meaning. To know the symbolism attached to Pesach - freedom. To know about Moses, the giving of the Ten Commandments. The Promised Land - Israel & symbols.