Year 6 Term: Spring 1			
Subject	**Prior Skills/Knowledge/language**	**New skills**	**Planning**
English **-Formal Persuasive Letter** **-Endurance Narrative**	Y5 Peruasion: Looked at different forms of persuasion, e.g. letters, adverts etc. Identified devices used, e.g exaggeration, emotional literacy Use brackets, dashes and commas for parenthesis Explored how to write reasons for and against Learned how to structure a simple argument	Identify and use subjunctive form for formality Use active and passive voice and change between them Use colons and semi-colons to mark boundaries and to add extra detail Look at writing reasons for and against with evidence and impact for the reader	Vehicle Text: Hansel and Gretel Share model text with children – immerse and analyse Plan, write and edit a formal persuasive letter Vehicle Text: Shackleton's Journey Immerse in vehicle text then share model text Plan, write and edit an endurance narrative
Maths **-Decimals** **-Percentages** **-Algebra**	Identify, name and write equivalent fractions of a given fraction. Read and write decimal numbers as fractions. Recognise and use thousandths and relate them to tenths, hundredths and decimal equivalents.	Associate a fraction with division and calculate decimal fraction equivalents. Identify the value of each digit in numbers given to three decimal places and multiply	-Decimals with up to 3dp -Multiply and divide by 10, 100 and 1000 -Multiply and divide decimals by integers

	Round decimals with two decimal places to the nearest whole number and to one decimal place. Read, write, order and compare numbers with up to three decimal places. Recognise the per cent symbol (%) and understand that per cent relates to 'number of parts per hundred. Write percentages as a fraction with denominator 100, and as a decimal.	and divide numbers by 10, 100 and 1000 giving answers up to three decimal places. Multiply one-digit numbers with up to two decimal places by whole numbers. Use written division methods in cases where the answer has up to two decimal places. Solve problems which require answers to be rounded to specified degrees of accuracy.	-Decimals as fractions -Convert between fractions and decimals -Fractions to percentages -Equivalent FDP -Order FDP -Percentages of an amount -Percentages missing values -Find a rule, one and two step -Forming expressions -Substitution -Formulae -Forming equations -Solve one and two step equations -Find pairs of values
Science **Electricity**	Y4: -Construct a simple series electrical circuit, identifying and naming its basic parts, including cells, wires, bulbs, switches and buzzers. -Identify whether a lamp will light in a simple series circuit, based on whether the lamp is part of a complete loop with a battery. -Recognise that a switch opens and closes a circuit and associate this with whether a lamp lights in a simple series circuit.	Associate the brightness of a lamp or the volume of a buzzer with the number and voltage of cells used in the circuit. Compare and give reasons for variations in how components function, including the brightness of bulbs, the loudness of buzzers and the on/off position of switches. Use recognised symbols when representing a simple circuit in a diagram.	-To explain the importance of the major discoveries in electricity -To observe and explain the effects of differing volts in a circuit -To understand variations in how components function -To record data and report findings -To investigate brightness of bulbs
History **Medicine and Disease**	Children have studied crime and punishment over the years in Y6. They have a good understanding of chronological events	Study of an aspect or theme in British history that extends pupils' chronological knowledge beyond 1066	-Know prehistoric medical practices of the Ancient Egyptians

			-Describe Roman attitudes towards health and explain how this influenced others -Describe and explain medical practices in Medieval times, e.g. Black Plague -Describe how medicine has developed through Tudor and Victorian times -Make comparisons with medical practices through the ages and make comparisons with today.
Art **Art Illusions**	-to create sketch books to record their observations and use them to review and revisit ideas	Children will think about how artists create the illusion of depth and distance in their artwork. They will explore the concept of a vanishing point, horizon lines and construction lines to find out how linear perspective works and have a go at using these tools for themselves in their own artwork	-To explore how artists create perspective in their work -To use perspective to create realistic interiors -To explore how artists use foreshortening to give perspective -To explore how artists use trompe l'oeil to create illusions -To explore how artists create illusions by playing with perspective -To explore and create optical art
Computing **Spreadsheets**	-Pupils can navigate around a spreadsheet -Pupils can explain what rows and columns are -Pupils can enter data including text, numbers and images into cells -Pupils can use the Move Cell and Lock tools -Pupils can enter simple formulae into cells	-To use a spreadsheet to investigate the probability of the results of throwing many dice -To use a spreadsheet to calculate the discount and final prices in a sale -To use a spreadsheet to plan how to spend pocket money and the effect of saving money -To use a spreadsheet to plan a school charity day to maximise the money donated to charity	-Exploring probability -Creating a computational model -Use a spreadsheet to plan pocket money spending -Planning a school event on spreadsheet (2 weeks)