

YEAR 6	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>Topic History Geography</b>	What impact did the Vikings and Anglo-Saxons have on Britain? <i>History</i>	Why does population change? <i>Geography</i>	Where does our energy come from? <i>Geography</i>	Can I carry out an independent fieldwork enquiry? <i>Geography</i>	What impact did World War 2 have on British life? <i>History</i>	
<b>Special Events</b>	<b>Kilve Court Residential</b>	<b>Evolution Science Museum</b>	<b>Hinkley Point Titanic Experience Southampton Museum</b>	<b>Local fieldwork study</b>	<b>Evacuation Experience Rural Life Museum</b>	<b>National Archives Propaganda</b>
<b>Maths</b>	<b>Place value Addition Subtraction Multiplication Division</b>	<b>Fractions Decimals Percentages</b>	<b>Area Perimeter Volume</b>	<b>Shape Position and Direction Statistics</b>	<b>Ratio Algebra Converting Units</b>	<b>History of Maths Transitional (KS3) Projects</b>
<b>English</b>	<b>Beowulf</b> <i>Michael Morpurgo</i> Narrative writing. Traditional tale. Characterisation. Suspense features.	<b>Macbeth</b> <i>William Shakespeare</i> Balanced argument. Character study. Language of playscripts. Performance poetry & drama.	<b>Disasters</b> <i>Titanic</i> Narrative recount. Characterisation. Dilemma features. Emotive language. Suspense features.	<b>Peanut Jones</b> <i>Marcus Sedgwick</i> Newspaper report. Book study. Characterisation. Setting. Newspaper features: Orientation Direct/reported speech Tense	<b>Rose Blanche</b> <i>Roberto Innocenti</i> Persuasive letter. Emotive language. Language features: Foreshadowing Pathetic fallacy	<b>?</b> <i>Emma Carroll</i> Narrative writing. Characterisation. Setting. Language features: Personification Onomatopoeia Simile Metaphor
	<b>Battle Cry</b> <i>A Viking Speech</i> Persuasive speech. Emotive language. Precise and powerful language to persuade.  Performance - use of tone and expression.		<b>Graffiti</b> Balanced argument. Structure of text: Logical arguments in favour and against. Evidence to support/emphasise. Formal language. Classroom debate.	<b>Climate Change</b> Explanation. Structure of text: Tense. Sequenced Events. 3rd Person. Formal & Technical Language.	<b>The Arrival</b> <i>Shaun Tan</i> Graphic novel. Characterisation. Imaginary setting	<b>Animation unit</b> <i>Pandora</i> Using animation and film for writing. Independent choice across genres.
<b>Class novel</b>	<b>Viking Boy</b> <i>Tony Bradman</i>	<b>Beowulf</b> <i>Michael Morpurgo</i>	<b>Floodland</b> <i>Marcus Sedgwick</i>	<b>Peanut Jones</b> <i>Rob Biddulph</i>	<b>The Final Year</b> <i>Matt Goodfellow</i>	<b>The First Year</b> <i>Matt Goodfellow</i>
<b>RE</b>	What does it mean to belong to a religion? <b>Islam</b>		How do <b>Christians</b> express their beliefs and identity?		What do people believe about life? <b>Big Questions</b>	
<b>Science</b>	Evolution and Inheritance		Light	Electricity	Animals including Humans. Healthy Living	Living Things and their Habitats
<b>Art &amp; Design</b>	<b>Vikings</b> <i>Clay Sculpture</i>		<b>Installation Art</b> <i>Brave Colour</i>		<b>Britain At War</b> <i>Activism Collage</i>	
<b>Design Technology</b>		<b>Textiles</b> <i>Making Waistcoats</i>		<b>Cookery</b> <i>Pizza's</i>		<b>Structures</b> <i>Playground'</i>
<b>Music</b>	<b>Charanga</b> <i>Happy</i>	<b>Charanga</b> <i>Developing Melodic Phrases</i>	<b>BBC Ten Pieces</b> <b>Stravinsky</b> <i>The Firebird</i>	<b>Charanga</b> <i>Exploring Musical Notation</i>	<b>Charanga</b> <i>Using Chords and Structure</i>	<b>BBC Ten Pieces</b> Music Tech Doctor Who
<b>PSHE (Jigsaw)</b>	Being me in my world	Celebrating Differences	Dreams and Goals	Healthy me	Relationships	Changing me
<b>MFL French</b>	Phonetics 1-3 At School	At School	At the Weekend	Me in the World	World War 2	Healthy Food
	Invasion Games ( <i>Football</i> )	Invasion Games ( <i>Handball</i> )	Net and Wall Games ( <i>Dodgeball</i> )	Athletics	Net & Wall Games ( <i>Tennis</i> )	Striking and Fielding Games ( <i>Rounders</i> )
<b>PE</b>	Outdoor Adventurous Activity		Dance ( <i>Hip Hop</i> )	Gymnastics ( <i>Travelling &amp; Rolling</i> )	Dance ( <i>WW2</i> )	Gymnastics ( <i>balancing and jumping</i> )
<b>Computing</b>	<b>Computing Systems and Networks</b> <i>Communication and Collaboration</i>	<b>Creating Media</b> <i>3D Modelling</i>	<b>Programming</b> <i>Variables in Games</i>	<b>Data and Information</b> <i>Spreadsheets</i>	<b>Programming</b> <i>Sensing Movement (Microbits)</i>	<b>Creating Media</b> <i>Web Page Creation</i>