



Year 6 Spring 1 Curriculum Overview

School Value: Tolerance

Key Information

Text focus: Letters from the Lighthouse by Emma Carroll

Writing Genres: Quest Tale

Balanced Argument

Maths: Effective Maths

Useful Apps: Mathletics; Times Table Rockstars; Rollama (for GPS); BBC Bitesize; Google Classroom

PE: Monday (all Year 6 classes); games on Thursday for all Year 6 classes.

Reading books/folders in daily.

Homework: English (GPS) and Maths will be given out Friday, to be in for the following Wednesday. Work will be given out as worksheets. If set online, you will be informed.

Theme: Living the Faith

Subject areas covered: RE, PSHE

As part of our **RE** studies, we will show how forms of worship are expressions of belief. We will express thoughts about the importance of worship for faith members and show how the milestones of life give a sense of identity and belonging for faith members.

We will also discuss the impact of rites of passage on faith members, their family and community.

Theme: It's Electrifying; Classification

Subject areas covered: Science

As **scientists** we will use recognised symbols when representing a simple circuit in a Diagram. We will also 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.

As **researchers**, we will associate the brightness of a lamp or the volume of a buzzer with the number and voltage of cells used in the circuit.

Themes: World War Two

Subject areas covered: History

As **historians** we will discuss when the war started/ended and look at countries that fought in the World War, identifying those that fought with Britain and against Britain. We will look at places that were bombed and the reasons for this, discussing what the Blitz was and who was affected. We will understand why and how millions of children were evacuated from the main cities and empathise with the issues created by this for the children, their parents and their hosts. We will look at what rationing was, the reasons for rationing and how this was organised nationally. We will discuss the role of men and women during the war. We will also look at what D-Day was and how the Second World War changed the world, identifying the key dates of events for these.

Themes: Programming - Variables in Games

Subject areas covered: Computing

As **information technicians**, we will explore the concept of variables in programming through games in Scratch. First, we will find out what variables are and relate them to real-world examples of values that can be set and changed. Then we will use variables to create a simulation of a scoreboard. We will follow the Use-Modify-Create model, where we will experiment with variables in an existing project, then modify them, before we create our own project, focussing on design. In our final lesson, we will apply our knowledge of variables and design to improve our games in Scratch.