Remarkable Rivers



English




Reading Focus—Retrieval, Vocabulary, Inference




Writing and Spelling focus—see progression document




Science

Animals including humans

Music

Charanga yr 6 unit 6 'Reflect, Rewind and Reply' – improvisation and composition.

Religious Education

Unit 26: Words of Wisdom

Transition unit

PE

Cricket

World Sports

Athletics

Dance

Maths

Algebra

Shape/position targets - 3Dshapes, reading co-ordinates on all four quadrants, drawing, translating and reflecting simple shapes on the co-ordinate plane

Measurement - converting units of measure

Statistics - interpret and construct pie charts and line graphs

Problem solving

Personal Development

RSE

Growing up and managing change

Puberty: physical and emotional changes

Human reproduction, conception and birth

NSPCC – CSE

Positive sense of belonging and safety – prejudice

Understanding the concept of coercion and coercive behaviour

Grooming, exploitation and recognising unsafe situations

First Aid Day – Provided by Little Lifesaver's day.

CPR, Bleeding, Asthma, Allergies, Medicine safety

Economic wellbeing

Foreign Currency

Influences on saving and spending

Saving and borrowing

Wider communities (government spending etc.)

Transition

Change, uncertainty and preparing for secondary school

Spanish

Tapas culture (Tapas culture in Spain, opinions, hotel breakfasts, café roleplay)

History and Geography

Recap previous learning about rivers (over KS2)-identify location and names of several UK rivers: Thames, Tay, Severn, Bann and World rivers: The Nile, Amazon, Mississippi, Rio Grande, Danube, Ganges etc.

Produce comparative grid comparative World Rivers e.g. length, volume, significance (trade, religion, wildlife).

The water cycle.

Research features of rivers (including, oxbow lakes, estuaries, erosion etc)

Fieldwork to measure/record/present human and physical features- River Severn.

Similarities and differences compared to N/S America (e.g. Mississippi) Physical and human features (including transport, trade and energy).

· Location· Place and Space· Physical World· Human Environment Interdependence and Sustainability· Cultural Understanding

Computing

Computer Science

Variables in games

1.Introducing variables

2.Variables in programming

3.Improving a game

4.Designing a game

5.Design to code

6.Improving and sharing

Design and Technology

Nutrition - celebration food

Art

Sculpture and 3D

Printing