

## Year 6 Autumn Term

# WOEFUL WORLD WARS

### Science

#### Light

- Recognise that light appears to travel in straight lines
- Use the idea that light travels in straight lines to explain that objects are seen because they give out or reflect light into the eye
- Explain that we see things because light travels from light sources to our eyes or from light sources to objects and then to our eyes
- Use the idea that light travels in straight lines to explain why shadows have the same shape as the objects that cast them.

#### Electricity

- 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.

#### 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.

### Computing

#### Multimedia & Digital Media

- Evaluate a range of electronic multimedia, and understand the implications appropriate to their given task e.g. key features of layout and design.
- Plan structure and layout of presentation.
- Evaluate and select suitable information and media from a range of electronic resources.
- Create a range of hyperlinks to produce a non-linear presentation.
- Insert photos from a file into Powerpoint presentation.
- Use the design options in Powerpoint.
- Add sounds from animation tab.
- Add effects to objects.
- Select a range of transitions from slide to slide during slideshow.
- To use different filming techniques and camera angles e.g. zoom, panning, wide shot etc to create different mood/perspective.
- Plan a video or animation by drawing a storyboard.
- To record and upload sounds using microphones.
- Use a range of sound effects, music and voice-overs to create mood/ atmosphere.
- Select and edit sounds, text, movie clips and other effects to suit purpose and audience.
- Use Photostory 3 to create a digital story.

### Design & Technology

- Understand and use electrical systems in their products. (Including circuits, switches, bulbs, buzzers & motors).

### History

#### A significant turning point in British History - World War I & II

- World War I - including Christmas Truce
- Battle of the Somme
- Battle of Britain
- Anne Frank & The Holocaust
- VE Day

### Geography

#### Geography of World War I & II Countries

- Locate European Countries on Map - Cities
- Physical & Human Characteristics
- Environmental Regions
- Use maps, atlases, globes and digital/computer mapping to locate countries and describe features studied
- Use the 8 points of a compass, 4 and 6-figure grid references, symbols and key (including the use of Ordnance Survey maps) to build their knowledge of the United Kingdom and the wider world.

### Physical Education

#### Invasion Games - Hockey

- Use running, jumping, throwing and catching in isolation and in combination.
- Play competitive games, modified where appropriate and apply basic principles suitable for attacking and defending.

#### Dance

- Perform dances using a range of movement patterns
- Compare their performances with previous ones and demonstrate improvement to achieve their personal best.

### Music

Specialist provision from The Kings.

### Languages

- Moi et mon ecole- talking about school
- Les vêtements- clothing

### Religious Education

#### Judaism

- Explore the key beliefs and practices of Judasim.

#### Shabbat & Passover

- Explore the importance of the Shabbat for Jews.
- Explore the festival of the Passover, the most important festival in the Jewish calendar.

### Art & Design

#### Skill - Drawing

- Able to process, adapt and change ideas for end pieces.
- Starting to develop own style using explorations and experimentations from sketch books.
- Starting to research required information.
- Become experienced in elements - line, tone, pattern, texture etc.

#### Skill - Painting

- Using their sketchbooks to record and store information as appropriate.
- Begin to use simple perspective in their paintings/comparisons.
- To continue to develop their own style.
- Use language appropriately to skill and technique.

#### Skill - 3D

- Able to experiment with a variety of media and mixed media sculptures.
- Able to work safely to organise working area and clear away.