

Science:**Living things and their habitats**

- 1) To describe how living things are classified into broad groups according to common observable characteristics and based on similarities and differences, including micro-organisms, plants and animals
- 2) To give reasons for classifying plants and animals based on specific characteristics.

Light

- 1) To recognise that light appears to travel in straight lines
- 2) To 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
- 3) To 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
- 4) To use the idea that light travels in straight lines to explain why shadows have the same shape as the objects that cast them.

Computing:

We are market researchers

- 1) Research available apps
- 2) Assess the benefits/limitations competing apps.
- 3) Identify gaps in the market.

We are interface designers

- 4) To use 'Justinmind Prototype' to layout an app to help users.
- 5) To storyboard ideas for my homepage.
- 6) To create links from a homepage.

Justinmind Prototyper, Pencil Project, Powerpoint

Trips, Visitors and Outdoor Learning:

Houses of Parliament
The Big Spring Clean

RE:**Christianity: Faith in Action****Judaism: Passover**

- 1) To explain some of the ways that individuals show their beliefs
- 2) To explain why different religious communities or individuals may have a different view of right and wrong
- 3) To show an awareness of morals and right and wrong beyond rules (ie. Wanting to act in a certain way despite rules)
- 4) To explain why different religious communities or individuals may have a different view of right and wrong.

Programme of Study**Topic: The Future is in your Hands****Year: 6****Term: Spring****Art and Design:**

- 1) To study a range of artists such as Van Gogh (still life) (Painting)
- 2) To record observations and ideas in sketch books (Painting)
- 3) To improve their mastery of art and design techniques including brush strokes, colour mixing, mixing paint and developing texture through paint (Painting)

Design and Technology:

- 1) To research and develop a design for a board game (electronics)
- 2) To select from and use a wider range of materials and equipment accurately. (board game) (electronics)
- 3) To understand and use electrical systems in their products (board game) (electronics)

Geography:**To investigate places**

- 1) To use different fieldwork sampling (random and systematic) to observe, measure and record the human and physical features in the local area. Record the results in a range of ways.

Physical Education:

- 1) To use running, jumping, throwing and catching in isolation and combination
 - 2) To play competitive games, modified where appropriate and apply basic principles suitable for attacking and defending
 - 3) To develop flexibility, strength, technique, control and balance
- Perform dances using a range of movement of patterns

Music:

- 1) To play and perform in solo and ensemble contexts, using their voices and playing musical instruments with increasing accuracy, fluency, control and expression.
- 2) To listen with attention to detail and recall sounds with increasing aural memory.

Languages:

- 1) To appreciate stories, songs, poems and rhymes in the language .
- 2) To be introduced into familiar written material, including through using a dictionary
- 3) To listen for sounds, rhyme and rhythm
- 4) To use mental associations to remember words (LLS)
- 5) To sort words into categories
- 6) To apply phonic knowledge of the language to support reading