Knowledge Outcomes

World War Two took place between 1939 and 1945.

The aftermath of World War One influenced World War Two. The Allied Forces declared war on West Germany after they invaded Poland. Children who lived in big cities were evacuated to the countryside during the war.

The Blitz was a German bombing campaign against Britain in 1940 and 1941. People on the home front protected themselves through many ways - blackouts, Anderson shelters, air raid shelters, gas masks.

Strength Lies in Difference

Understand the strategies needed to be anti-racist Be familiar with these key terms and understand their meaning: Discrimination, Wealthy, Society, Perception, Stereotype, Heritage, Ethnicity, Identity, Justice, Injustice, Activism, Prejudice
Understand that there are prejudicial views towards leaders

Expressive Art and Design

Art and Design: Collage

WALT add collage to a painted or printed background. Use a range of mixed media to create a collage. WALT plan and design a collage.

WALT develop skills in stitching using different threads and fabrics.

Music: Composing

WALT create music with multiple sections that include repetition and contrast.

WALT extend improvised melodies beyond 8 beats over a fixed groove.

WALT plan and compose an 8- or 16-beat melodic phrase using the pentatonic scale (e.g. C, D, E, G, A). WALT incorporate rhythmic variety and interest into compositions.

WALT understand how these melodies can be enhanced with rhythmic or chordal accompaniment. WALT compose a 3-part piece and use available music software/apps to create and record it.

Personal, Social and Emotional Development

PSCHE: How can drugs common to everyday life affect health?

WALT understand how drugs common to everyday life (including smoking/vaping - nicotine, alcohol, caffeine and medicines) can affect health and wellbeing

WALT understand that some drugs are legal (but may have laws or restrictions related to them) and other drugs are illegal Understand how laws surrounding the use of drugs exist to protect them and others

WALT understand why people choose to use or not use different drugs

WALT understand how people can prevent or reduce the risks associated with them $\,$

WALT understand that for some people, drug use can become a habit which is difficult to break

WALT understand how organisations help people to stop smoking and the support available to help people if they have concerns about any drug use

WALT understand how to ask for help from a trusted adult if they have any worries or concerns about drugs

R.E.: Christianity - Is Christianity still a strong religion 2000 years after Jesus was on Earth?

WALT examine the influences Christianity still has in the world and evaluate whether it is still a strong religion.
WALT explain how the influence people have had on me has affected what I see as important.

WALT explain how some of the reasons people use to suggest that Christianity is a strong religion today can be counteracted.

SPRING TERM 2
Activities
Blasted Blitz!
History theme
Year 6

Languages

Hobbies:

WALT understand the nouns for different hobbies WALT understand nouns for equipment you use in hobbies

WALT understand the verb 'to do'

WALT create extended opinions about hobbies (including reasons)

WALT read and understand information about hobbies WALT write a short description of a hobby

WALT talk about other people's hobbies using 1st, 2nd and

Understanding of the World HISTORY: World War Two

WALT understand how an aspect of British history that extends pupils' chronological knowledge beyond 1066 – World War Two

WALT understand the difference between primary and secondary evidence and start to question its reliability WALT show an awareness of the concept of propaganda

WALT understand that people in the past represent events or ideas in a way that may be to persuade others

Science: Living Things and their Habitats

WALT describe how living things are classified into broad groups according to common observable characteristics and based on similarities and differences, including microorganisms, plants and animals

WALT give reasons for classifying plants and animals based on specific characteristics.

Computing: iProgram

WALT understand the difference between games and simulations

WALT identify the various inputs that computer games can use

WALT program a computer game by sequencing conditional statements

WALT program an algorithm according to a plan WALT develop a program according to a plan WALT develop strategies for testing and debugging computer programs

English / Mathematics

Included on the termly Success and Challenge cards

Physical Development

Dance

WALT perform to an accompaniment expressively and sensitively

WALT perform dances accurately, fluently and with control

WALT communicate the artistic intention of a dance clearly, musically, accurately, consistently and with control