Engage: Victorian school day role play Express: Victorian tea party for families

Literacy

A Setting Description: Children will use figurative language and a variety of sentence structures to describe the setting of our text.

Letter Writing: Children write a letter as one of the characters, Effie. We will be looking at the language used and range of punctuation utilised to express the feelings of our character.

Creative Writing: Children create a mystery chapter based on the story. They must understand that text completely and choose the correct tone of the writing for it as the author.

Languages

Favourites

Understand the main points from a short spoken presentation by someone about his/herself. Write short simple sentences about a character or a famous person.

Prepare short statements about my favourite

Draft write, check and then write in best a presentation to introduce myself and my likes and dislikes.

Physical Development

Dodgeball:

Play competitive games, modified where appropriate, and apply basic principles suitable for attacking and defending.

Personal, Social and Emotional Development

PSCHE: Good to be me

To understand the role of the men and women during WWII and how they made their country proud

To take on the role of an 'Agony Aunt' and respond to the worries of evacuee children

To identify the emotions/feelings of the people involved in WWII and record ways in which they can control their feelings such as anger.

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

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

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

Give opinions as to whether Christianity is a strong religion now and justify these.

SPRING TERM 2 2020 Activities Slums 'n' Squalor Year 6

Mathematics

Children will be learning how to master a range of mathematical theories and strategies.

These will be reasoning questions linked to:
Fractions, percentages and decimals;
Ratio to show the relative sizes of two quantities
Translations of 2D shapes on a grid
Symmetry

Area and Perimeters of 2D shapes and rectilinear shapes Calculating the volume of cubes and cuboids

Understanding of the World

HISTORY: The Victorians (An aspect of British history that extends pupils' knowledge since 1066) Study changes in an aspect of social history – housing and poverty.

Research living conditions and daily life in Victorian Britain Compare living conditions of the rich and the poor

Research and sequence events that led to an improvement in living conditions for the poor Compare life in Victorian times with modern times

SCIENCE: Living things and their habitats

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

Give reasons for classifying plants and animals based on specific characteristics.

COMPUTING: Programming – iNetwork

Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts

Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs

Understand computer networks including the internet; how they can provide multiple services, such as the World Wide Web; and the opportunities they offer for communication and collaboration

Expressive Art and Design Art and Design: 3D sculpture

To improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials

Music:

Play and perform in solo and ensemble contexts, using their voices and playing musical instruments with increasing accuracy, fluency, control and expression

Improvise and compose music for a range of purposes using the inter-related dimensions of music