

Knowledge Outcomes

Queen Victoria ruled for 64 years (1837 – 1901).
Inventions from the Victorian era include: telephone, motor car, typewriter, bicycle and moving film.
In 1893, school was made compulsory for children up to the age of 11.
Florence Nightingale worked with the government to improve hospital cleanliness.
Challenge: The Victorian era had a positive impact on rights for children including education and employment law.

Literacy

WALT distinguish between statements of fact and opinion.
WALT retrieve, record and present information from non-fiction.
WALT participate in discussions about books that are read to them and those they can read for themselves.
WALT explain and discuss their understanding of what they have read, including through formal presentations and debates, maintaining a focus on the topic and using notes.
WALT provide reasoned justifications for their views
WALT develop spelling and handwriting skills in line with curriculum objectives
WALT plan cohesive writing.
WALT draft and write a cohesive text of specific genres.
WALT evaluate and edit our texts.
WALT recognise vocabulary and structures that are appropriate for formal speech and writing, including subjunctive forms
WALT use hyphens to avoid ambiguity
WALT use brackets, dashes or commas to indicate parenthesis
WALT use semi-colons, colons or dashes to mark boundaries between independent clauses
WALT utilise passive verbs to affect the presentation of information in a sentence
WALT use the perfect form of verbs to mark relationships of time and cause.

Physical Development

Dodgeball:
WALT attack and defend efficiently in a competitive game.
WALT catch a ball in different situations such as standing still and whilst on the move.
WALT effectively find and create space for yourself and others
WALT move our feet quickly and effectively to dodge any dodgeballs and learn accuracy of shots.

Personal, Social and Emotional Development

PSCHE: How can social media influence people?

WALT understand how online experiences can affect our mental health.
WALT understand that there are rules for what and how information is shared online via social media.
WALT understand how text and images can be manipulated or invented online.
WALT evaluate how reliable different types of online content is.
WALT recognise unsafe or suspicious content online and what to do about it
WALT make decisions about the content they view online and know if it is appropriate for their age range.
WALT to respond to and if necessary, report information viewed online which is upsetting, frightening or untrue.
WALT recognise online influences that encourage somebody to gamble and the impact it might have.

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

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

Mathematics

Please see the termly Success and Challenge cards

Languages

Hobbies and Fun
WALT identify the nouns for different hobbies.
WALT identify nouns for equipment used for different hobbies.
WALT use the verb 'to do'.
WALT express extended opinions about hobbies.
WALT read and understand information about hobbies.
WALT write a short description of a hobby.

Understanding of the World

History: The Victorians (An aspect of British history that extends pupils' knowledge since 1066)
WALT identify changes in similarities and differences in housing and poverty.
WALT understand the living conditions and daily life in Victorian Britain.
WALT compare living conditions of the rich and the poor.
WALT sequence events that led to an improvement in living conditions for the poor.
WALT compare life in Victorian times with modern times.

Science: Living things and their habitats

WALT describe how living things are classified into broad groups according to common observable characteristics.
WALT give reasons for classifying plants and animals based on specific characteristics.

Computing: Programming – iNetwork

WALT design, write and debug programs that accomplish specific goals
WALT use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.
WALT understand computer networks including the internet
WALT understand 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

WALT improve their mastery of drawing,
WALT improve our mastery of painting and sculpture

Music:

WALT play and perform in solo and ensemble contexts, using their voices and playing musical instruments with increasing accuracy, fluency, control and expression
WALT improvise and compose music for a range of purposes using the inter-related dimensions of music