

Computer and internet safety

Children will be learning the consequences of spending too much time online or on a game.
Ancient Civilizations - This unit of work will develop the children's ICT skills in programming and multimedia as well as looking at technology in our lives.

RE/PHSCE - What will make our community more tolerant and respectful?

Children will learn about religious practices and ways of life and answer questions of identity, diversity and belonging. The children will develop their self awareness by becoming increasingly alert to the religious environment of the city and their place in it;
Respect for all by developing a willingness to learn from religious plurality and diversity;
Open mindedness by engaging in positive discussion and debate about the benefits of living in a diverse community of many cultures.

PE

Children will use the Val Saben scheme to create sequences involving travelling, balances and counter tension.

They will learn a dance taught by a trained dance teacher.

Literacy

Narrative - Treasure Island
Older Literature
Journalistic writing
Recounts and Reports

Maths

Children will be deepening their understanding of operations and number and apply their knowledge to problem solve and reason. They will explore different number systems and patterns and continue to consolidate their times table learning in line with age-related expectations.

Autumn 2016

Island Life

Experience Days:

East Barnby Residential Trip to the coast

Music - The World Unite

Get into the groove by exploring rhythm and melody in singing, movement and dance.
Children learn about beat, syncopation, pitch and harmony, and take a trip around the world to celebrate the universal language of music.

Geography

Locate and identify major cities and counties of UK on a map. We will find Whitby and identify the human and physical features on the map. Visit to the coast.
Identify physical and human features including key terminology.
What is Whitby like and why? How has Whitby changed?
How have our coastlines changed over time and what might they look like in the future?

Art and DT

Natural forms, fossils and shells - observational drawing.
What makes a good fossil drawing? What are the patterns like on a fossil?
Print making and graphic design-seed pods.
Moving vehicle - Year 6s working in conjunction with Ripon Grammar will create a moving vehicle

Science - Living things and their habitats and electricity

Living things and their habitats

Classifying plants and animals.
Life cycle of mammals.
Key animal terminology.

Electricity

Children will be able to associate the brightness of a lamp (bulb) or the volume of a buzzer with the number and voltage of cells (batteries) used in the circuit. They will 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. They will be able to use recognised symbols when representing a simple circuit in a diagram.

Computing

Technology in our lives - 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.
Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.

e-Safety - Explain the consequences of spending too much time online or on a game.

Programming - Understand that efficient algorithms can be used to solve problems and to plan for specific outcomes.
Design and write programs that accomplish specific goals.
Use sequence, selection and repetition in programs.
Use logical reasoning to detect and correct errors in algorithms and programs.

Multimedia - Select, use and combine a variety of software (including internet services) to design and create a range of programs and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.

Art and DT

To create sketch books to record their observations and use them to review and revisit ideas
Understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors]

PE

Val Sabin inspired gymnastics involving travelling and balancing (counter balances and counter tension).
Perform dances using a range of movement patterns.

PHSCE/RE

Self awareness by becoming increasingly alert to the religious environment of the city and their place in it;
Respect for all by developing a willingness to learn from religious plurality and diversity;
Open mindedness by engaging in positive discussion and debate about the benefits of living in a diverse community of many cultures.

Maths

Count forwards or backwards in steps of powers of 10 for any given number up to 1 000 000. Count forwards and backwards with positive and negative whole numbers, including through zero. Read and write numbers to at least 1 000 000. Read Roman numerals to 1000 (M) and recognise years written in Roman numerals. Order and compare numbers to at least 1 000 000 and determine the value of each digit. Interpret negative numbers in context. Round any number up to 1 000 000 to the nearest 10, 100, 1000, 10 000 and 100 000. Read and write, numbers up to 10 000 000. Order and compare numbers up to 10 000 000 and determine the value of each digit. Use negative numbers in context, and calculate intervals across zero. Round any whole number to a required degree of accuracy. Solve number and practical problems. Add and subtract numbers mentally with increasingly large numbers. Add and subtract whole numbers with more than 4 digits, including using formal written methods (columnar addition and subtraction).

Autumn 2016
Island Life
Class 4/5, 5/6 and 6

Experience Days:

Trip to the Coast
(Saltburn/East Barnby/Whitby)

Literacy

Narrative - Treasure Island
Older Literature
Journalistic writing
Recounts and Reports

Geography - Locational Knowledge

Name and locate counties and cities of the United Kingdom, geographical regions and their identifying human and physical characteristics, key topographical features (including hills, mountains, coasts and rivers), and land-use patterns; and understand how some of these aspects have changed over time.

Science - living things and their habitat

Describe the differences in the life cycles of a mammal, an amphibian, an insect and a bird.
Describe the life process of reproduction in some plants and animals.
Describe how living things are classified into broad groups according to common observable characteristics and based on similarities and difference, including micro-organisms, plants and animals.
Give reasons for classifying plants and animals based on specific characteristics.

Science - electricity

Associate the brightness of a lamp (bulb) or the volume of a buzzer with the number and voltage of cells (batteries) 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.

Music - Creating and Performing

Songs and poems about places are used to explore music. Children create accompaniments and sound pictures to reflect sounds in their local environment.