

ICT –JUNIOR INSIGHT CONTROL

Children will explore a program which uses simulation to model how devices operate. To begin with, they will write algorithms to control devices within the classroom. They will then use this knowledge and a simple control language to activate and control devices, such as a fan, on a computer. They will connect control boxes to their computers and learn how to control external output devices such as lights and buzzers. They will also write more complex instructions to control multiple devices and debug problems to ensure their simulations work.

MFL – PLANNING A HOLIDAY

The children will use maps to begin to understand where French is spoken throughout the world. They will then select which of these places they would really like to visit before beginning to plan a visit to their chosen place. They will use their research skills to find out about its climate, accommodation options and landmarks before learning the French vocabulary to discuss these. They will then present a portfolio of their trip using French.

SCIENCE – LIGHT

The children will recognise that light appears to travel in straight lines and that we see objects because they either give out or reflect light into the eye. They will consolidate this understanding by completing scientific diagrams to symbolise this. The children will then work scientifically to investigate the relationship between light sources, objects and shadows. Finally, they will design and make their own periscopes before writing detailed explanations about how these work based on their knowledge and understanding of light.

GEOGRAPHY –TRADE LINKS

Children will learn about the British Empire by using atlases to plot the countries which were included on a world map. They will consider what was traded with them during the Victorian era before comparing this to trade links in the UK today. Next, the children will conduct a local study to investigate whether a market trade is still needed in Hemsworth. The children will collect evidence from sources before taking a trip to the market to speak to vendors about their trade links and opinions. They will compile a report to explain their findings.

Inventions

Year 6 - Summer



RE – THE FIVE PILLARS

The children will begin by suggesting what they already know about the Qur'an and the Sunnah before retelling the stories of Muhammad. They will reflect on the rules which they have to follow in life before considering why they follow these. Next, they will learn about Shuhada, Salat, Zakah, Sawm and Hajj before locating Makkah and considering why it is so special to Muslims. Finally, they will reflect on and discuss the importance of the five pillars to Muslims.

HISTORY – AMAZING INVENTIONS

In this unit, the children will explore a range of eras and their most memorable inventions. They will begin by exploring artefacts from the Stone and Iron Age and will predict what they are. They will use poetry as a stimulus to explore Roman inventions before writing reports about these. They will discover how the Tudors reacted to new inventions before writing recounts of The Great Exhibition in Victorian times. They will consider influential inventors such as Berners-Lee and how their inventions changed our world.

DT – PAPER BAGS

Children will be introduced to Francis Wolle and focus on his invention of the paper bag. The children will look at the materials they are made out of, devise a test to find out how much weight different paper bags can hold and take them apart to draw exploded diagrams. Using this research, the children will draw nets for their own paper bags and construct them using a range of materials. Children will consider the appearance of their design and use techniques such as applique to decorate it. When evaluating, children will consider how their bag could be improved.

MUSIC – PERFORMANCE

In this unit, the children will begin by learn two songs which explore the themes of looking back and looking forward. They will learn about and use different musical devices to link the songs in order to provide a moving celebration of their happy memories at West End Academy and their hopes for the future. They will then work in groups to add their own verses to their chosen section of the piece and will consider how they can use lyrics and melodies to convey emotion. The children will then combine their new verses and perform these to an audience.

ART – POP ART

The children will be introduced the artists associated with the Pop Art movement, including Andy Warhol and Jasper Johns. They will recognise that it represents images and icons from the modern world such as: celebrities, commercial items and comic books. They will explore different ways that artists create pop-art art by repeating the item over and over again, changing its colour and texture or putting different items together to make a picture. They will apply these skills to create their own pop art image of their chosen famous inventor.

OUTDOOR PE – ATHLETICS

Throughout this unit, the children will continue to work on a range of athletics skills and will describe the positive effects of exercise. They will develop warm-up exercises and take part in a variety of pulse-raising games to increase stamina and strength. They will develop the techniques of drive and speed when running over long and short distances. They will focus on the different techniques for the shot put, discus and javelin. The children will develop these skills in a variety of ways so that they are able to apply them in different situations.

Inventions

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PSHCE – GOOD TO BE ME

The children will understand the feelings of being overwhelmed and worried. They will play a variety of circle time games to explore how we can overcome these feelings.

ENRICHMENT

The children will visit the National Media Museum where they will investigate how we use light to see, how to create different shadows and how cameras use light.

INDOOR PE – HOLES AND BARRIERS

In Gymnastics, the children will learn how to travel over or under shapes made by a partner without contact and will extend these skills to travel over a moving base. They will work collaboratively to design a sequence which shows variations in shape, speed and direction before evaluating its effectiveness. In Dance, the children will create sequences to represent a card game. They will compose dances by using, adapting and developing steps, formations and patterning. They will learn how to perform expressively whilst working in groups.