

# English



## Year 6

Term: Spring 2 —2024



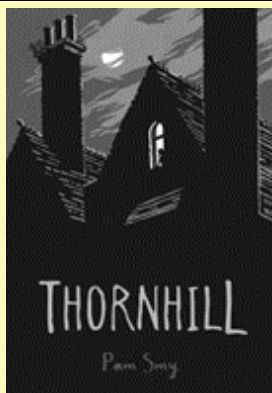
“Our community, growing and learning together with Christ”

# Maths

### Thornhill by Pam Smy

*Fiction Unit: Ghost Narrative*

1982: Mary is a lonely orphan at the Thornhill Institute For Children at the very moment that it's shutting its doors. When her few friends are all adopted or re-homed and she's left to face a volatile bully alone, her revenge will have a lasting effect on the bully, on Mary, and on Thornhill itself. This ghostly story will inspire their own haunted narratives.



Eloise Greenfield  
**THINKER**  
MY PUPPY POET AND ME  
ILLUSTRATED BY EHSAN ABDOLLAHI



### My Puppy Poet by Eloise Greenfield

*Poetry Unit: Rap*

Thinker is a puppy who just happens to be able to speak, and what's more he's a poet - he likes to speak in verse. Thinker's owner, Jace, is a child who fears what might happen if other people found out what his dog can do. This amusing poem will help the children construct their own poetry rap.

**Skills:** Relative clauses, dialogue, commas for clarity, semi-colons, colons and dashes, hyphenated words, possessive apostrophe, verb tenses.

**Spelling Focus:** words ending with /shuhl/ sound, words with a 'soft c' spell /ce/, word families, root words.

### Properties of shapes:

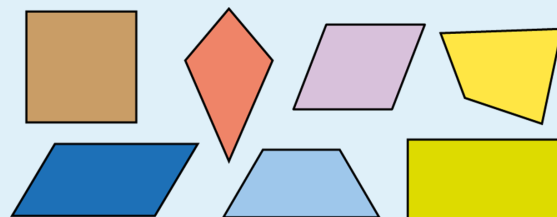
Measuring angles using a protractor

Understanding and calculating angles including vertically opposite angles

Calculating angles in triangles, quadrilaterals and polygons

Drawing shapes accurately

Understanding 3-D shape nets



### Area, Perimeter, Position and Direction:

Identifying and drawing shapes with the same area

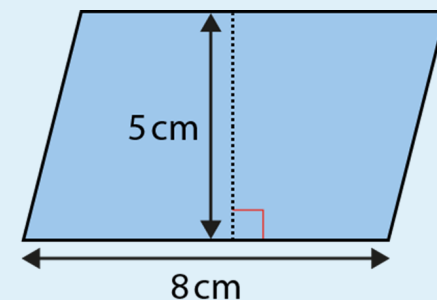
Finding the area and perimeter of rectilinear shapes

Finding the area of triangles

Finding the area of parallelograms

Finding the volume by counting cubes

Finding the volume of cuboids



# Art

**Drawing: Make my voice heard:**  
his unit focuses on developing pupils' skills in using different art styles, exploring effects with tools, understanding and applying chiaroscuro, and creating symbolic and expressive drawings.



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# Computing

**Data Handling: Big Data**  
We shall learn to identify how barcodes and QR codes work, recognise how RFID is used, analyse real-world data and evaluate it.

# D.T.

**Electrical Systems:**  
This term, we shall identify the components of a steady hand game and then design our own. Focussing on a design criteria we shall use four different perspective drawings.

# Geography

**Consolidation**

# History

**Industrial Revolution and the 'Birth of the Black Country'.**  
Exploring the significance and legacy of this age.

# MFL & Music

**French:**  
Describing yourself.

**Music:**  
Pop Art and Music

# P.E.

**Hockey:**  
Consolidate keeping possession, develop officiating. Consolidate defending. Create, understand and apply attacking/defending tactics in game situations.

# R.S.E.

**Religious Understanding** explores the nature of God's call to love others. Children will study and reflect imaginatively on the story of Zacchaeus' conversion and explore ways in which they can hear God's call in their lives.

# Religion

**Lent:**  
Understanding prayer, fasting and almsgiving as important events.  
**Holy Week:** :  
Learn about the passion of Jesus from the events of Holy week and why it is a sacrifice.

# Science

**Light:**  
We shall recognise that light appears to travel in straight lines. Investigate reflections and explain that we see things because light travels from sources to objects to our ideas.