Year 6: Term 3

Planet Earth

Science: 1st half: ELECTRICITY
- Associate the brightness of a lamp or the volume of a buzzer with the number and voltage of cells used in the circuit.
- Compare and give the reasons for variations in how components function, including the brightness of bulbs, the loudness of buzzers and the on/off position of switches.

ICT Opportunities
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Science: 2nd half: LIVING THINGS AND THEIR HABITATS
- Describe how living things are classified into common observable characteristics and based on similarities and differences (including micro-orgnaisms, plants and animals.)
- Give reasons for classifying plants and animals based on specific characteristics.

ICT Opportunities
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History:

ICT Opportunities
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Geography: BIOMES
- Identify the position of the Arctic and Antarctic circle.
- Know the significance of the Arctic and the Antarctic and how these control the water levels of the world.
- Use the terms 'North Pole' and the 'South Pole' to describe where the Arctic and the Antarctic are.
- Identify whether the arctic and the Antarctic are habitable.
- Describe and understand the key aspects of climate zones.
- Compare and contrast climates of different countries.
- Identify the five biomes (aquatic, deserts, forests, grasslands, tundra.)
- Describe the different biomes.
- Use the names of the biomes to describe different areas.
- Compare and contrast the biomes.
- Identify how biomes have changed over time.
- Investigate how conservation is being used to preserve biomes.

ICT Opportunities
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ART: OBSERVATIONAL DRAWING (link to work on living things)
- Work from a variety of sources including observation, photographs and digital images.
- Work in a sustained & independent way to create a detailed drawing.
- Develop close observational skills using a variety of view finders.
- use dry media to make different marks, lines, patterns and shapes within a drawing.
- Explore colour mixing and blending techniques with coloured pencils.
- Use different techniques for different purposes i.e shading, hatching within their own work.
- Begin to use perspective in their work.

ICT Opportunities
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D.T: MAKE ARCTIC GLOVES
- Create 3D products using pattern pieces and seam allowance.
- Understand pattern layout.
- Decorate textiles appropriately often befire joining components.
- Pin and tack fabric pieces together.
- Join fabrics using over sewing, back stitch, blanket stitch or machine stitching under close supervision.
- Combine fabrics to create more useful properties.
- Make quality products.

ICT Opportunities
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Music:
- Play and perform in solo and ensemble contexts, using their voices and playing musical instruments with increasing fluency, control and expression.
- Improvise and compose music for a range of purposes using the interrelated dimensions of music.
- Listen with attention to detail and recall sounds with increasing aural memory.
- Use and understand staff and other musical notations.
- Appreciate and understand a wide range of high-quality live and recorded music drawn from different traditions and from great composers and musicians.
- Develop an understanding of the history of music

ICT Opportunities Digital Media
Use music software to create musical sounds & phrases from icons or symbols

Computing: *Robots, Control and sensors*
- Describe and analyse more complex control systems in the real world, including sensors and user interaction
- Use a data logging device as a part of an investigation or experiment in Science or Geography
- Use a control box connected to a computer to control a physical system - eg traffic lights
- Create a simple control system with sensors, inputs and outputs, on screen and/or as a physical system
- Work systematically to identify and correct errors and problems in their own and others programs

PE: gymnastics, dance, tennis and athletics

R.E - SEE AGREED SYLLABUS - JUDAISM – unit 5, ISLAM – unit 5

Entitlement and Enrichment: London Zoo/Battersea Zoo,