

St Vincent's Catholic Primary School

Curriculum Newsletter: Autumn Term (first half term)

Jesus shows us

Year 6

Class Teacher: Mrs Hughes/Mrs Jackson

2017 - 2018

Enalish

Text: Eye of the Wolf (Daniel Pennac) Non-Fiction: The Great Debate

Reading outcomes:

- Ask questions about the text that we are reading Find evidence in a text to support opinions that we have about the text Comment on the author's use of language to create a specific effect Consider the viewpoints of different characters Discuss and summarise main ideas in sections of text Evaluate the impact of narrative viewpoints Explore characters' thoughts and feelings Make predictions about the texts based on what we have read so far.
- Identify key features of an argument Distinguish between fact and fiction Understand how arguments are structured Perform my own work to a group

Writing outcomes:

Narrative - describe settings, characters and atmosphere Write narrative from a different perspective Identify and write for an intended audience Plan writing including oral rehearsal Evaluate and edit our own writing

Know how to use rhetorical questions effectively To create counter-arguments Understand the format of a debate To select appropriate form and content for a specific audience To structure an argument correctly Assess the effectiveness of our own and others' writing

SPAG outcomes:

To understand cohesion across paragraphs Use colons, semi-colons and dashes correctly Know and use noun phrases Understand the difference between formal and informal writing Topics: Loving Vocation & Commitment

Spanish

Come and See (RE)

Learning outcomes: * All can say and respond to buenos días, hola and adiós. Some can say and respond to hasta luego and hasta pronto. * All can say and respond to buenos días, hola. and adiós. Some can say and respond to hasta luego and hasta pronto. * All can say ¿qué tal? And give a response to it. Most know two different responses to ¿qué tal? and can ask ¿y tú? Some can give three different responses to ¿qué tal? All can respond to the classroom instructions. * Most can say the classroom instructions. Some can say Simón dice with a classroom instruction without a prompt. *All understand the words for seven animals. Most can say the seven animals. Most can sing a song about animals. All understand the seven words for Spanish animals. *All can say 4 words for animals with aquí hay. *Most can say 4 words for animals with aquí hay and the correct gender. *Some can say 7 words for animals with aquí hay and the correct gender. All understand and can say the seven words for Spanish animals. *All can understand and sav uno. dos. tres. Most can say aguí hay with a number and the word for 7 animals in the plural.

Maths Number: Place Value Read, write, order and compare numbers up to 10,000,000 and determine the value of each digit. Round any whole number to a required degree of accuracy. Use negative numbers in context, and calculate intervals across zero. Solve number and practical problems that involve all of the above. Number- addition subtraction, multiplication + division Solve addition and subtraction multi step problems in contexts, deciding which operations and methods to use and whv. Multiply multi-digit number up to 4 digits by a 2-digit number using the formal written method of long multiplication. Divide numbers up to 4 digits by a 2-digit whole number using the formal written method of long division, and interpret remainders as whole number remainders, fractions, or by rounding as appropriate for the context. Divide numbers up to 4 digits by a 2-digit number using the formal written method of short division, interpreting remainders according to the context. Perform mental calculations, including with mixed operations and large numbers. Identify common factors, common multiples and prime numbers. Use their knowledge of the order of operations to carry out calculations involving the four operations. Solve problems involving addition, subtraction, multiplication and division. Use estimation to check answers to calculations and determine in the context of a problem, an appropriate degree of accuracy.

Science	Music	Computing
Topic: Classifying Critters Learning outcomes: I can describe how living things are grouped. I can group living things on the basis of careful observations. I can explain how vertebrates and invertebrates are different. I can group invertebrates and vertebrates into small groups and recall the names of those groups. I can choose and justify a way to present my evidence. I can make a branching key.	Our Community Learning outcomes: Learning to sing a song • Understanding metre through singing and playing instruments • Conducting a metre of four Conducting metres of two and three • Writing lyrics • Extending arrangements of a song Learning to sing a song from our musical heritage Developing accompaniments using ostinato and invented or improvised rhythms Developing a performance by adding other media	We are game developers Learning outcomes: Create original artwork and sound for a game. Design and create a computer program for a computer game, which uses sequence, selection, repetition and variables. Detect and correct errors in their computer game. Use iterative development techniques (making and testing a series of small changes) to improve their game.
History / Geography Topic: Geography: How is our country changing? Learning outcomes: Describe how another region of the UK has changed over time Understand that change is continual Describe what their local area was like in the past Understand that their local area will continue to change Offer opinions on their local area at present and the changes underway Use appropriate geographical vocabulary to describe change.	PE Learning outcomes: Basketball Children can dribble, pass and shoot the ball with accuracy, confidence and control in full game situations.	Art / DT Plants and flowers Learning outcomes: Draw details carefully. Arrange patterns using different leaves. Shape and join paper to resemble plants. Use own drawings as ideas for sculptural work. Make a 3D model. Finish a 3D model Name some of Rousseau's artwork. Describe facts about Rousseau's life and work. Describe facts about India Flint's life and work. Tell some facts about Alexander Calder and David Oliveira's lives and work. Name some of Alexander Calder and David Oliveira's artworks.