



*To love and serve as
Jesus shows us*

St Vincent's Catholic Primary School

Curriculum Newsletter: Spring (first half term)

Year 6

Class Teacher: Mrs. Long

2018 – 2019

English

Text: 'War Game' Michael Foreman

Reading outcomes:

Reading books that are structured in different ways and reading for a range of purposes
Recommending books that they have read to their peers, giving reasons for their choices
Identifying and discussing themes and conventions in and across a wide range of writing
Making comparisons within and across books
Checking that the book makes sense, discussing their understanding and exploring the meaning of words
Asking questions to improve their understanding
Drawing inferences such as inferring characters' feelings, thoughts and motives from their actions, and justifying inferences with evidence
Predicting what might happen from details stated and implied

Writing SPAG outcomes:

Write effectively for a range of purposes and audiences, selecting language that shows good awareness of the reader
Using passive verbs to affect how information is presented
Adverbials of time and place
Use verb tenses consistently and correctly throughout their writing.
Commas to clarify meaning/avoid ambiguity
Using apostrophes for possessive singular and plural.
Using colons.
Using ellipsis.

Come and See (RE)

Topics: **Local Church – Community:**
Mission and **Eucharist – Relating:**
Memorial Sacrifice

Spanish

Learning outcomes:

What an infinitive is
To say what you can do in a place by using
puede + infinitive
* To use imperfect tenses había, era and estaba to say what a town used to be like
* To describe masculine and feminine, singular and plural nouns accurately

Maths

Learning outcomes:

Decimals

Identify the value of each digit in numbers given to 3 decimal places and multiply numbers by 10, 100 and 1,000 giving answers up to 3 decimal places. Multiply one-digit numbers with up to 2 decimal places by whole numbers.

Use written division methods in cases where the answer has up to 2 decimal places.

Solve problems which require answers to be rounded to specified degrees of accuracy.

Percentages

Solve problems involving the calculation of percentages [for example, of measures and such as 15% of 360] and the use of percentages for comparison.

Recall and use equivalences between simple fractions, decimals and percentages including in different contexts.

Algebra

Use simple formulae. Generate and describe linear number sequences.

Express missing number problems algebraically.

Find pairs of numbers that satisfy an equation with two unknowns.

Enumerate possibilities of combinations of two variables.

Science

Topic: **Let's Get Moving**

Learning outcomes:

To explain some of the effects of gravity.
To plan, carry out and explain fair tests.
To observe a variety of forces that slow things down.
To set up, carry out and make sense of a variety of investigations.
I can plan a fair test to investigate friction and water resistance.
I can make some detailed observations and present them clearly.
I can come up with a sensible conclusion.
I can explain what makes objects fall to the Earth.
I can plan a fair test to find out how well different objects fall.
I can extend my investigation and tests as a result of my observations.
To be able to explain how levers, pulleys, springs and gears transfer force and motion.
To design and make machines that use levers, pulleys, springs and gears.
I can explain how levers, springs, pulleys and gears transmit force and motion.
I can make some simple machines.
I can design and make a Rube Goldberg machine containing at least four different simple machines.

Music

Topic: **'A New Year Carol'**

Learning outcomes:

Games - internalise, understand, feel, know how the dimensions of music work together. Focus on Warm-up Games. Pulse, rhythm, pitch, tempo, dynamics. Explore the link between sound and symbol.
Recognise styles, find the pulse, recognise instruments, listen, discuss all dimensions of music
Internalise, understand, feel, know how the dimensions of music work together. Pulse, rhythm, pitch, tempo, dynamics. Explore the link between sound and symbol.
Singing - sing, learn about singing and vocal health. Continue to learn about working in a group/band/ensemble.
Perform/Share - Continue to work together in a group/band/ensemble and perform to each other and an audience. Discuss/respect/improve your work together.

Computing

Topic: **We Are Market Researchers**

Learning outcomes:

- create a set of good survey questions
- analyse the data obtained from a survey
- work collaboratively to plan questions
- conduct an interview or focus group
- analyse and interpret the information obtained from interviews or a focus group
- present their research findings in the form of tabulated data.

History/Geography

Topic: **Where Do We Get Our Stuff From? (Topic based on Fairtrade)**

Learning outcomes:

Extend their knowledge and understanding beyond their local area to include different continents and countries.
Develop their use of geographical knowledge, understanding and skills to enhance their locational and place knowledge
Locate the world's countries using maps, and concentrate on their environmental regions, key physical and human characteristics, countries and major cities
Understand geographical similarities and differences through the study of human and physical geography of a region in South America
Describe and understand key aspects of physical and human geography
Use maps, atlases, globes and digital/computing mapping to locate countries and describe features studied.

PE

Topic:

Indoor – Social Skills

I can involve others and motivate those around me to perform better.
I can negotiate and collaborate appropriately.
I can give and receive sensitive feedback to improve myself and others.
I cooperate well with others and give helpful feedback.
I help organise roles and responsibilities and I can guide a small group through a task.

Outdoor – Attacking and Defending

- To use a range of skills to move with the ball.
- To use the correct technique to pass the ball.
- To keep possession of the ball.
- To use different tactics for attacking in invasion games.
- To win back possession of the ball.
- To adapt my movements for attacking and defending.

Art / DT

Topic: **Art – North American Art**

To learn about great artists, architects and designers in history in the context of John Singer Sargent.
To improve mastery of art and design techniques, including drawing in the context of coloured drawing.
To create sketch books to record observations and use them to review and revisit ideas.
To improve mastery of art and design techniques, including painting in the context of black and white collage.
To learn about great artists, architects and designers in history in the context of Helen Frankenthaler.
To improve mastery of art and design techniques in the context of modelling.