

In Maths we will:

- Identify the value of each digit in numbers given to three decimal places and multiply numbers by 10, 100 and 1000 giving answers up to 3dp.
- Multiply one digit numbers with up to 2dp by whole numbers.
- Use written division methods in cases where the answer has up to two decimal places.
- Solve problems which require answers to be rounded to specified degrees of accuracy.
- Recall and use equivalences between simple fractions, decimals and percentages, including in different contexts.
- Solve problems involving the calculation of percentages [for example, of measures and such as 15% of 360].
- Use, read, write and convert between standard units, converting measurements of length, mass, volume and time from a smaller unit of measure to a larger unit, and vice versa.

In our RE topic 'Galilee and Jerusalem' we will:

- Know that the Rosary is a prayerful reflection on the life of Christ
- Know that the Church teaches that sacred scripture is the inspired word of God and the Church helps Catholics read and understand the Bible
- Recognise the significance Jesus' actions and teaching in and around Galilee
- Describe accurately in sequence and detail what the disciples see at the Transfiguration, saying something about the importance of Moses and Elijah
- Annotate and explain the narrative of Zacchaeus identifying both literal and spiritual meanings

In History/Geography we will be:

- Ordering and understanding some key events of WW2.
- Identifying what countries were involved in WW2 and seeing where they are located.
- Investigating the role of women during WW2.
- Understanding what evacuees were and why they were evacuated.
- Researching what rationing was and why it was necessary.

## Year 6 Spring 1 Topic: WW2 - A Child's War.



In P.E we will be focusing on Hockey and Dance. We will:

- Learning how to dance (Revolting Children)
- Pass, receive and travel with the ball.

In Computing, our topic is 'Programming A Variables in Games'. We will:

- Introduce Variables
- Understand Variables in programming
- How to improve a game
- How to design a game
- Design to code

In RSE, we will be looking at Emotional Well Being:

- Look at body image and the pressures that children can face
- Looking at images online and how to deal with them (pornography)
- Recognise that emotional changes can occur during puberty and know how to deal with them.

In English we will be:

- Identifying and using the structural and language features of informal letters.
- Writing interesting and well-structured informal letters as an evacuee during WW2.
- Editing and improving our writing, using a dictionary and a thesaurus.
- Revisiting subordinate and main clauses.
- Identifying a range of determiners.
- Recapping on prepositions.
- Reading a range of fiction and non-fiction texts and developing our VIPERS skills.
- Looking at a range of adverts from WW2 and identifying persuasive techniques used within them.
- Designing and creating our own persuasive adverts.
- Deconstructing good examples of diary entries.
- Planning and writing interesting and detailed diary entries.

In our Art and Design lessons we will:

- Use a range of materials and joining techniques to create a model of an Anderson shelter.
- Develop our sketching and shading skills, to create a self-portrait.

In Science our topic is 'Electricity'. We will:

- 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 reasons for variations in how components function, including the brightness of bulbs, the loudness of buzzers and the on/off position of switches.
- Use recognised symbols when representing a simple circuit in a diagram.
- Research a scientist such as Lewis H. Latimer.