Planned half term	Year 6	Subject focus	Memorable experience	We are reading	English	Science	Design and Technology	Art	Computing	PE	RSHE (SCARF / Ten Ten)	Maths
Spring 1		Geography		of Inuit Tales		Living Things and their Habitats	a hat	Artist Study – Ted Harrison Picture Study – The Icebergs by Frederick Church Inuit Art	research Work with more complex variables Use various forms of input and output	Football Netball		Fractions of amounts Decimals Percentages Measures Algebra
Knowledge	Kingdom	To know where the polar regions are and describe their similarities and differences To locate places in the polar regions using longitude and latitude To describe climate and geographical features of the polar regions, such as day and night in the polar regions, highest mountains, longest rivers, landscape features To know that indigenous people live in the Arctic and to describe their ways of life, traditions and cultures	on Google Earth	Wilder - Katherine Rundell	To write a non-chronological report about one of the Polar regions To write an Inuit tale inspired from Inuit tales explored To write a diary entry from a Polar explorer's point of view	To know who Carl Linnaeus was To understand the Linnaeus Classification system To know how to group organisms according to observable differences To know the main animal groupings, such as Invertebrates, Vertebrates, Mammals, Reptiles etc To create own classification keys To know what a micro- organism is and that some are helpful and some are not To know that mould is a micro-organism To investigate the conditions most suited to growing mould	criteria To design and make a paper model of hat fit for a polar exploration To know how to develop design into a paper pattern To cut out material accurately To know how to sew using back stitch	To create art work inspired by the art work explored To know and recognise Inuit Art To create animal pictures in style of Inuit Art	To research and retrieve key facts about the Polar regions efficiently and safely To know how to use variables to ask the user for an input To combine variables to create a game which gets more and more difficult To manipulate inputs to create useful outputs			
Essential Skills	Frozen	 Identify the position and significance of latitude, longitude, Equator, Northern Hemisphere, Southern Hemisphere, the Tropics of Cancer and Capricorn, Arctic and Antarctic Circle, the Prime/ Greenwich Meridian and time zones (including day and night) Produce accurate scaled maps. Use 6 figure grid references to identify countries and cities in the world, the main mountain ranges and the longest rivers. Understand how these features may have changed over time. Explain the climates of given countries in the world and relate this to knowledge of the hemispheres, the Equator and the Tropics. Locate the major cities of the world and draw conclusions as to their similarities and differences. Use maps to identify longitude and latitude. Present findings both graphically and in writing using appropriate vocabulary. Understand geographical similarities and differences through the study of human and physical geography of the Arctic and Antarctica Explain how climate zones, biomes and vegetation belts affect the physical and human features of a place in the world. Describe and understand key aspects of human geography, including types of settlement and land use, economic activity including trade links, and 	Ě		Identify how language, structure and presentation contribute to meaning. Write effectively for a range of purposes and audiences, selecting the appropriate form and drawing independently on what he/she has read as models for his/her own writing. Draft and write by selecting appropriate grammar and vocabulary, understanding how such choices can change and enhance meaning. Draft and write narratives , describing settings, character and atmosphere Integrate dialogue to convey character and advance the action Link ideas within and across paragraphs using a wider range of cohesive device Use layout devices Use brackets, commas and dashes to add parenthesis Use semi-colon to mark independent clauses	- Describe how living things are classified into broad groups according to common observable characteristics and based on similarities and differences, including micro-organisms, plants and animals	investigate and analyse a range of existing hats DESIGN: Generate design criteria to inform the design of hat suitable for a polar expedition Generate, develop, model and communicate their idea through paper model. Create and use a self-generated pattern MAKE: Select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing],	of materials: pencil, pastel -To use perspective in their composition: -To look at and talk about the work of other artists: Inuit Art tradition and Ted Harrison (Canadian Artist inspired by Arctic	effectively -talk about the way search results are selected and ranked -check the reliability of a website -talk about copyright and acknowledge sources of info that I find on-line -esafety <u>-Espresso Unit: More</u> <u>Complex variables</u> -Recognise when to use a variable to achieve a required output	range of more complex skills Recognise and describe good individual and team performances Suggest, plan and lead simple drills for given skills NETBALL: Work as a team to improve group tactics and game play Play within the rules using blocking skills for the shots and passes		

the distribution of natural resources including energy, food, minerals and water. -Find out about the Inuit way of life -Understand geographical similarities and differences through the study of human and physical geography of the Arctic -Describe and understand key aspects of human geography, including types of settlement and land use	accurately Use subordination, adverbials,	adaptation may lead to evolution -Revise and create food chains	Use seams and appliqué developing techniques: back stitch over stitch Use embellishment and fabric to enhance design	happen -Use logical reasoning to detect and correct errors in algorithms	
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