



	<b>Overall theme and purpose</b>	<b>Entry &amp; Exit points</b>	<b>Key texts/books</b>
Autumn 1	<p><b>Conflict and Resolution</b> For children to understand the importance of reflecting on past conflicts to prevent future conflicts</p>	<p><b>Entry</b> - War hook (ration books/labels/newspaper articles of the time) <b>Exit</b> - Visual diary/vlog showing that war is a case of perspective</p>	<p>Anne Frank Letters from the Lighthouse</p>
Autumn 2	<p><b>Enterprise and Activism</b> For children to understand how the right to be heard has developed over time</p>	<p><b>Entry</b> - ART - Typography placards <b>Exit</b> - Create a business for a whole school fundraiser</p>	<p>Suffragette Hugo Cabret Letters from the Lighthouse</p>
Spring 1	<p><b>Migration</b> For children to identify the reasons why, and the impact of, migration</p>	<p><b>Entry</b> - Class heritage presentation <b>Exit</b> - Create a 'Model UN' and convince others to migrate to their country.</p>	<p>The Arrival Windrush Child Kensuke's Kingdom</p>
Spring 2	<p><b>Myths and stories</b> For children to learn the power of storytelling and create their own</p>	<p><b>Entry</b> - What are fairy tales? Create their own based on mystery box - use role play to showcase their ideas. <b>Exit</b> - Perform their fairy tale to school or to the infants.</p>	<p>Grimm Tales for Young and Old Percy Jackson Kensuke's Kingdom</p>
Summer 1	<p><b>Evolution/Inheritance</b> For children to understand where we came from and how we adapt to our surroundings</p>	<p><b>Entry</b> - create your own animal and justify how the animal fits in their environment. <b>Exit</b> - Clay model to depict the stages of evolution</p>	<p>The Last Bear</p>
Summer 2	<p><b>Confidence</b> For children to build their confidence in their own individuality and talents</p>	<p><b>Entry</b> - Give the children power for a day - what works and why? Children vote for their leader. <b>Exit</b> - Elmwood's Got Talent</p>	<p>The Giant's Necklace Tuesday</p>

# Year 6 - English



	Writing	SPAG	Whole Class Reading
Autumn 1	<b>Anne Frank and Letters from a Trench</b> Letters, short descriptions, extended diary entries, obituary, optional opinion piece	Using adverbs and modal verb, linking ideas across paragraphs using adverbials of time, place and number or tense choices, synonyms and antonyms and informal and formal speech and writing.	Letters from the Lighthouse
Autumn 2	<b>Suffragette and Hugo Cabret</b> Letters, diaries, balanced arguments, speeches, short news reports, journalistic writing, flashback narrative, speech, discussion, film critique	Formal speech including subjunctive forms, relative clauses, devices to build cohesion within a paragraph, using adverbials of time, place and number or tense choices, brackets, dashes or commas to indicate parenthesis and use of commas to clarify meaning or avoid ambiguity.	Letters from the Lighthouse
Spring 1	<b>The Arrival and Windrush Child</b> Letters, character descriptions, diaries, short playscripts, short reports, guides, poem, advice	Using passive verbs, using relative clauses, using commas to clarify meaning or avoid ambiguity in writing, using a colon to introduce a list and punctuating bullet points consistently.	Kensuke's Kingdom
Spring 2	<b>Grimm Tales and Percy Jackson</b> Viewpoint retellings, character studies, monologues, character comparisons, poetry, soliloquy, setting description, non-chronological reports	Informal and formal speech, linking ideas across paragraphs using repetition of a word or phrase, grammatical connections and ellipsis, using relative clauses, using commas to clarify meaning or avoid ambiguity in writing and using semicolons, colons or dashes to mark boundaries between independent clauses	Kensuke's Kingdom
Summer 1	<b>The Last Bear</b> Character profile, dialogue, monologue, logbook entry, scientific report	Using passive verbs, using relative clauses and punctuating bullet points consistently.	The Last Bear
Summer 2	<b>The Giant's Necklace and Tuesday</b> Narrative chapter, newspaper report, instructions	Using semicolons, colons or dashes to mark boundaries between independent clauses, using correctly punctuated dialogue to advance action and convey character, using parentheses.	The Giant's Necklace

# Year 6



	Maths	Music	Spanish
Autumn 1	Place Value Addition and Subtraction Multiplication and Division Algebra	Rock Music	Daily routine
Autumn 2	Addition and Subtraction Multiplication and Division Fractions	Rap	My house
Spring 1	Decimals and Percentages Algebra Converting Units	Soundtracks	Playing and enjoying sport
Spring 2	Perimeter, Area and Volume Ratio Properties of Shape	Digital Composing	This is me, hobbies and fun
Summer 1	Statistics Problem Solving and Consolidation SATs Week	Digital Composing	Café, culture and restaurants
Summer 2	Theme Park Project	Summer Show songs	Summer time

# Year 6



	Science	History	Geography
Autumn 1 (Conflict)	Animals and their habitats	World War One and Two	Map reading
Autumn 2 (Enterprise and Activism)	Animals including humans	World War Two	Biomes
Spring 1 (Migration)	Electricity	The 1950s to 1980s	South America
Spring 2 (Myths and stories)	Light	The Early Islamic Civilization	Mountains
Summer 1 (Evolution Inheritance)	Evolution	Change of humans over time periods Summary of learning	Biomes
Summer 2 (Confidence)	Evolution	Change of humans over time periods Summary of learning	South America

# Year 6



	Art	DT	ICT
Autumn 1 (Conflict)	Propaganda (War Day) Gassed (Reenacting famous war painting) St Pauls (Blitz)	Structures	Computing systems and networks - Communication
Autumn 2 (Activism)	Typography (Promoting powerful messages through words/art) Edward Hopper	Textiles	Data and Information - Spreadsheets
Spring 1 (Migration)	Kehinde Wiley (first official portrait of Barack Obama and other influential people of different cultures) 60s Fashion Art Day	Textiles	Creating Media - 3D Modelling
Spring 2 (Myths and stories)	Aboriginal Art (telling stories/messages) Dragon eyes lesson	Food Technology	Creating Media - Webpage creation
Summer 1 (Evolution)	Hokusai Printing (link to Geography)	Electrical Systems	Programming - variables in games
Summer 2	Production props/outfits/backdrops	Digital World	Programming - sensing

# Year 6



Year 6	RE	PSHE	PE
Autumn 1	Buddhism	Being me in my own world	Cognitive <b>Coordination:</b> Ball Skills <b>Agility:</b> Reaction / Response
Autumn 2	Buddhism and Christmas around the world	Celebrating differences	Creative <b>Static Balance:</b> Seated <b>Static Balance:</b> Floor Work
Spring 1	Christianity	Dreams and goals	Social <b>Static Balance:</b> Floor Work <b>Counter Balance:</b> With a Partner
Spring 2	Christianity and Judaism	Healthy me	Physical <b>Dynamic Balance to Agility:</b> Jumping and Landing <b>Static Balance:</b> One Leg
Summer 1	Challenging attitudes	Relationships	Health and fitness <b>Static Balance:</b> Stance <b>Coordination:</b> Footwork
Summer 2	Challenging attitudes	Changing me	Personal <b>Coordination:</b> Sending and Receiving <b>Agility:</b> Ball Chasing