English		DT Design and make an alarm.	Music
Re: • •	ading Provide reasoned justifications for their views Retrieve, record and present information from non- fiction Drawing inferences such as inferring characters' feelings, thoughts and motives from their actions, and justifying inferences with evidence	<ul> <li>Link with Science electricity topic.</li> <li>Know how to evaluate designs and be able to suggest improvements.</li> <li>Know how to carry out effective research to inform plans and ideas.</li> <li>Know which materials to use based on their design and the properties of the materials.</li> <li>Know how to use all tools correctly and safely.</li> </ul>	<ul> <li>Performance— Sing up concert</li> <li>To know how to change sounds or organise them different- ly to change the effect</li> <li>To use notations to record groups of pitches (chords).</li> <li>To know how to choose the most appropriate tempos for a piece of music.</li> <li>Key Vocabulary: pentatonic scale, pitch, chord, tempo</li> </ul>
Wri <sup>*</sup>		<ul> <li>know how to incorporate an electrical circuit with a switch</li> <li>Key Vocabulary: electrical component</li> <li>ART</li> <li>Study of illustrations of the Highwayman poem by Charles Keeping and graffiti work by Banksy</li> </ul>	
•	them to write a newspaper report. Know grammatical structures that reflect what the writing requires. Know and use a range of cohesive devises within and across sentences and paragraphs. Know verb tenses and use them consistently and correctly.	<ul> <li>Know the style of art used and how it has been influenced by a famous artist.</li> <li>Know how to use a full range of pencils, charcoal or chalk/pastels when drawing.</li> <li>Know how to create light and shadow.</li> <li>Be skilled in creating a variety of different marks that combine to make a finished drawing.</li> </ul>	
•	Use KS2 punctuation mostly correctly	<ul> <li>Know how to create different effects (including mood, perspective, movement and reflection)</li> </ul>	

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# **Science - Electricity and Light**

- Draw circuit diagrams using correct symbols
- Know how the number and voltage of cells in a circuit links the brightness of a lamp or the volume of a buzzer
- Know how light travels
- Know and demonstrate how we see objects
- Know why shadows have the same shape as the object that casts them

Кеу	y Vocabulary: acrylic, cross-hatch, sketch	
<ul> <li>Science - Electricity and Light</li> <li>Compare and give reasons for why components work and do not work in a circuit</li> <li>Draw circuit diagrams using correct symbols</li> <li>Know how the number and voltage of cells in a circuit links to the brightness of a lamp or the volume of a buzzer</li> <li>Know how light travels</li> <li>Know and demonstrate how we see objects</li> <li>Know why shadows have the same shape as the object that casts them</li> <li>Know how simple optical instruments work e.g. periscope, telescope, binoculars, mirror, magnifying glass etc.</li> <li>Key Vocabulary: Light, straight lines, light rays, circuit, complete circuit, circuit diagram, circuit symbol, cell, battery, bulb, buzzer, motor, switch, voltage</li> </ul>	<ul> <li>Spring - Year 6</li> <li>Spring - Year 6</li> <li>Crime and punishment through the ages</li> </ul> Occupation of the second s	Geograph • Know s used. • Know s electricity, a • Know w Key Vocab made, prod History - d • Know make • Know Key Vocab judge, trial
<ul> <li>PE - Working together to create counter balances</li> <li>Negotiate and collaborate appropriately</li> <li>To help organise roles and responsibilities and guide a s</li> <li>I cooperate well with others and give helpful feedback</li> </ul>	<ul> <li>PE - basketball</li> <li>To use running, jumping, throwing and catching in isola combination</li> <li>To move with a ball in opposed situations, keeping posunderstand how to attack and defend in a small sided to take part in a conditioned game with a strong under tastice and rules and use this to bells improve performance.</li> </ul>	ation and tia ssession and be game rstanding of

# Maths

- fferentord
- the r a

# tonic po

- 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

- some clean and renewable natural resources used to produce and to discuss the pros and cons of their use. where and how steel, wood and glass are produced.

# bulary: renewable, sustainable, resource, natural manoduced, imported, exported

# crime and punishment through the ages

- bw how crimes and punishments have changed over time and ke links to how society changed.
- by the difference between Primary and Secondary evidence.

- peing a sacrifice

# To help organise roles and responsibilities and gui

I cooperate well with others and give helpful feedb

tactics and rules and use this to help improve performance

- Use common factors to simplify fractions; use common multiples to express fractions in the same denomination Compare and order fractions, including fractions
- Add and subtract fractions with different denominators and mixed numbers, using the concept of equivalent fractions Multiply simple pairs of proper fractions, writing the answer in its simplest form
- Divide proper fractions by whole numbers
- Associate a fraction with division and calculate deci-
- mal fraction equivalents for a simple fraction.
- Identify the value of each digit in numbers given to three decimal places and multiply and divide numbers by 10, 100 and
- 1,000 giving answers are up to three decimal places

### hv - natural resources

some of Britain's natural resources and explain how they are

### bulary: Victorian, Roman, medieval, highwayman, jury, al, lawyer, magistrate, transportation, pillory, democracy

Make connections between Jesus' good news and how Chrisans live this out in their individual lives and in the wider community Know what Christians mean when they talk about Jesus' death