

English

Texts: Who Let the Gods Out? So You Think You've Got It Bad! Myths, Monsters and Mayhem.

Writing

- Write a Greek myth based around own creature
- Setting description of the Greek underworld or Elysian Fields
- Persuasive - vote for your God of the Year

SPaG

- Recap all SPaG in preparation for SATs (Y6)
- Dashes and ellipses

Comprehension

Work through all PROVE IT skills and apply to a variety of texts

PSHE

Diversity Matters: benefits of living in a diverse community. Recognise individual qualities. How stereotypes are perpetuated and how to challenge. Discrimination and laws in place to protect against.

History

- Understand Ancient Greek democracy and how it influenced daily life
- Look at Ancient Greek philosophers and mathematicians, their ideas and their influence
- Explore Ancient Greek architecture and the reasons they built such grand structures
- Greek mythology
- Ancient Greek Gods / Goddesses
- Understand the Greeks struggle with the Spartans

Maths

Y5

- Perimeter and area of an array of shapes
- Statistics: line graphs and time tables
- Angles including calculating and measuring accurately
- Co-ordinates, translation and symmetry

Y6

- Area and volume of a variety of shapes
- Line graphs, bar charts and pie charts including percentages
- Recap all learning in preparation for SATs

Curriculum Enrichment

History Van. Bikeability (Y6)

RE

What did Jesus do to save human beings?
What matters most to Christians and Humanists?

Spanish

Words for animals and using them in the contexts of poetry and storytelling.



Y6

Year 6 will sit their SATs this half term. We will be doing some past papers and lots of practise before.

Science

Physics - resistance and gravity

- Understand why unsupported objects fall
- Effects of friction on different materials
- Effects of air and water on resistance
- Understand units of force (newtons)
- Understand how to represent forces on a diagram
- Why is there less gravity on the moon?

Music

Hip hop music appraisal and performance

Computing

Film advert from last half term

Computer science: Build a sequence of algorithms to create a platform game.

Art

Explore Greek architecture and draw an ionic or doric column using light, shade, layering and blending.
Design a mythical creature.

PE

Striking and fielding games including Kwik Cricket and Rounders
Athletics