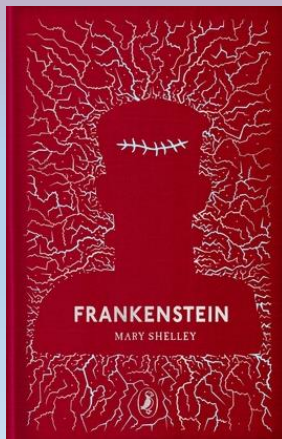


Monsters and Mayhem



Writing

Learning

In this unit, the children will develop their ability to write effectively in narrative form, for the purpose of building tension and suspense for their readers. We will be using Usborne's version of the classic *Frankenstein* as a springboard in refining their description of setting and character, particularly in describing the monster and in building atmosphere. Here, figurative language will continue to be developed to enhance description, as well as careful dialogue interwoven to provide extra character detail. In addition, the children will continue to apply their grammar learning, such as using specific sentence types and specific punctuation, to enhance the effect on the reader.

After this, we will go on to revise our newspaper writing skills, so that they can report on an event, from *Frankenstein*, in a suitable journalistic style. This will include applying their grammar learning of 3rd person, relative clauses, passive sentence structures and selecting reported or direct speech.

Outcomes

Plan, draft, edit and publish a narrative description with tension and suspense.
Plan, draft, edit and publish a newspaper report.

Key Vocabulary

Atmosphere, effective adjectives In noun phrases, rule of three, figurative language: metaphors and similes, precision of nouns, descriptive verbs, fronted adverbials, complex, compound and simple sentences, formality, purpose, reported speech, direct speech, relative clauses, relative pronouns

Reading Learning

- Understanding the meaning of new words in context.
- Discussing the meaning of new vocabulary for impact.
- Understanding and exploring the genre of 'horror'.
- Make comparisons within and across texts.
- Draw inferences and justify these with evidence.
- Predict what might happen from details stated and implied.
- Explain and discuss understanding of what they have read.

Outcome

This half term our key texts shall be a collection of short stories by Chris Priestley called 'Uncle Montague's Tales of Terror' We shall be practising answering SATs style comprehension questions.

Key Vocabulary

Predict, compare, justify, evidence, genre, horror, retrieve.

West Park C of E Primary School
Year 6 Spring 1st Half Term Plan 2023-24

Computing

Learning

This unit explores the concept of variables in programming through games in Scratch. First, learners find out what variables are and relate them to real-world examples of values that can be set and changed. Then they use variables to create a simulation of a scoreboard.

Outcome

Children will apply their knowledge of variables and design to create and improve a simple game in Scratch.

Key Vocabulary

variable, change, name, value, set, design, event, algorithm, code, task, artwork, program, project, code, test, debug, improve, evaluate, share, assign, declare

PSHE

Learning

This unit explores the technology we use in today's world to communicate with each other. Children will explore underlying themes around trust, personal safety and security, and the reliability of information.

Outcome

Children will explore and discuss a range of ideas linked to online communication. These include: the influence that public figures can have on decision making and opinions; sharing (or not sharing) information online; the concept of fraud; what fake news is.

Key Vocabulary

influence, social media, information, sharing, safety, decisions, opinions, facts, messages, fraud, fake news

Music

Learning

Children will explore a suspenseful piece of music before considering how they can use these concepts to compose their own music.

Outcome

Play a melody following staff notation
Play and perform in solo and ensemble contexts, using their voices and playing musical instruments with increasing accuracy, fluency, control and expression.
Improvise and compose music using the inter-related dimensions of music.

Appreciate and understand a wide range of high-quality recorded music drawn from great composers and musicians.

Key Vocabulary

Musical representation, loud/quiet (dynamics), instruments, pitch, compose, analyse, beat, tempo, dynamics, texture (layering sounds), scale, unison

French

Learning

Children will learn how to formulate the date in French and use this knowledge to say when our birthday is using days of the week, months of the year and numbers 1-31.

Outcome

Recognise and recall the 12 months of the year in French.
Ask what the date is and say the date in French.
Ask somebody when their birthday is and say when their own birthday is in French.

Key Vocabulary

Janvier, février, mars, avril, mai, juin, juillet, août, septembre, octobre, novembre, décembre

RE

Learning

Hinduism - a major religious and cultural tradition of South Asia, which developed from Vedic religion.

Outcome

Pupils can:

- Understand that Hindus believe in a supreme reality (Brahman) who is present in all things and represented in many forms.
- Know the names/roles of some of the key deities and avatars of Hinduism and their place in Hindu worship.
- Draw meaning from Hindu images and to develop understanding of the Hindu concept of the supreme reality.

Key Vocabulary

Murti(image), Tri-murti: Brahma; Vishnu; Shiva, Arti (worship), Puja (prayers), Aum (the sound of the universe), avatar – incarnation (as humans & animals), Krishna; Rama; Ganesh; Durga: Lakshmi, Vedas/Bhagavad Gita/Mahabharata/Upanishads/Ramayana

West Park C of E Primary School

Year 6 Spring 1st Half Term Plan 2023-24

Maths

Learning

We will be introducing algebra, beginning by using the concept of function machines and then lead into forming expressions and solving equations. We will also be re-visiting decimals and their equivalence to fractions and percentages. We will also be learning how to find percentages of amounts.

Outcomes

- ☑ Identify the value of each digit in numbers given to 3 decimal places and multiply and divide numbers by 10, 100 and 1,000, giving answers up to 3 decimal places.
- ☑ Multiply numbers with up to 2 decimal places by whole numbers.
- ☑ Divide 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 using division, that could lead to decimal answers.
- ☑ Convert fractions to decimals.
- ☑ Convert fractions to percentages.
- ☑ Find percentages of an amount, including missing values.
- ☑ Solve problems involving the calculation of percentages and the use of percentages for comparison.
- ☑ Recall and use equivalences between simple fractions, decimals and percentages including in different contexts.

Key Vocabulary

decimal place, round, percentage, formulae, linear sequence, nth term, simple fraction, equivalent, equation, variable, expression, substitute

Science – ELECTRICITY

We will learn:

How the brightness of a lamp or the volume of a buzzer is associated with the number and voltage of cells used in the circuit.

To 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.

To use recognised symbols when representing a simple circuit in a diagram.

Outcome:

We will use our learning to create a simple electrical device.

Key Vocabulary:

circuit, bulb, motor, buzzer, fuse, wire, crocodile clip, short circuit, cell, battery, switch, volts

P.E – Indoor Invasion Games (Danish Long Ball and Bench Ball)

Learning

- To understand the importance of keeping possession in invasion style games.
- To discuss fielding tactics when trying to get the opposition out and practice pitching the ball.
- To be able to communicate, collaborate and work together as a team when striking and fielding the ball.
- To know the importance of being spatially aware in invasion games to avoid being marked.
- To be able to successfully mark an opposing team, thinking tactically as to who would be best to mark who.
- To be able to follow or lead a team to success, by placing members of your team strategically on the court.

Outcome

Pupils will be able to play a variety of indoor invasion style games that centre on the two sports of Danish Long Ball and Bench Ball. They will by the end of the unit of learning be able to communicate, collaborate and work as a team to successfully score points against an opposing team.

Key Vocabulary

Teamwork, collaboration, communication (verbal and non-verbal), marking, catching, throwing, pitching, leading, following, home base, batting, fielders, runners.

Games – Handball

Learning

- To be aware that dribbling and passing are more relaxed than conventional sports.
- To understand the importance of off-loading the ball after three seconds or under pressure from opposition.
- To be familiar with the 'blocking rules'.
- To know when to use space to your advantage.
- To be aware of the correct body positioning when throwing.
- To be able to attack and defend as team.

Outcome

Pupils will be able to grip and hold the handball ball correctly. They will be able to utilise the three-second rule to their advantage to make space. Play in a range of competitive scenarios, both in offensive and defensive play. To know the importance of blocking, with certain parts of the body to avoid fouling.

Key Vocabulary

Court, pivot, jumping, blocking, bouncing, handling, passing, rebound, sidestepping, marking, holding, interception, stealing, dribbling, faking, shooting, overarm shot, underarm shot, jump shot, free throw.

Art/ DT

Learning

to create sketch books to record their observations and use them to review and revisit ideas to improve their mastery of art and design techniques, including drawing: explore the effect of light on objects and people from different directions produce increasingly accurate drawings of people further develop a concept of perspective

Outcome

The children will be exploring portraiture culminating in creating a portrait of Frankenstein's monster using a variety of sketching techniques

Key Vocabulary

Sketching, shading, facial proportion, perspective, portrait, media, Century Gothic