



TOPIC OVERVIEW



Year Group: 6	Crime and Punishment	Term:	Autumn
English		Maths	
<ul style="list-style-type: none"> • Persuasive speech • Descriptive narrative (President Snow) • Persuasive argument (topic) • Information text (Topic) 		<ul style="list-style-type: none"> • Place value • Rounding, ordering and comparing numbers • Addition and Subtraction • Long multiplication and long division • Arithmetic • Coordinates in all 4 quadrants - to design an arena 	
History	Geography	DT / ART	SCIENCE
<ul style="list-style-type: none"> • A study of a theme in British history. 	<ul style="list-style-type: none"> • Use a wide range of geographical sources in order to investigate places and patterns 	<ul style="list-style-type: none"> • Design and make Hunger games pin to reflect individual (textiles) • Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups. 	<ul style="list-style-type: none"> • Electricity - Look at appliances, circuits, lamps, switches, insulators and conductors; Look at circuits, the effect of the voltage in cells and the resistance and conductivity of materials.

		<ul style="list-style-type: none">• Generate, develop, model and communicate their ideas through discussion, annotated sketches• Select from and use a wider range of tools and equipment to perform practical tasks, such as cutting, shaping, joining and finishing, accurately.• Select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities.• Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work. <p>Art: Create E-fit</p>	<ul style="list-style-type: none">• Light - To recognise that light appears to travel in straight lines. Use the idea that light travels in straight lines to explain that objects are seen because they give out or reflect light into the eye. Explain that we see things because light travels from light sources to our eyes or from light sources to objects and then to our eyes.
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		<ul style="list-style-type: none"> Use experiences, other subjects across the curriculum and ideas as inspiration for artwork. Develop and share ideas in a sketchbook and in finished products. Improve mastery of techniques. 	
COMPUTING	RE	PE	PSHCE
<ul style="list-style-type: none"> E-Safety Unit and VLE - End product = Advanced PowerPoint to show to their parents Animation /Coding (Create a game/App for KS1) - <i>Scratch/Windows Movie Maker/Animation onipads/Espresso/Purple Mash</i> 	<ul style="list-style-type: none"> Religion and the individual: Buddhists and Christians Words of wisdom: Sikh, Muslim and Christian. What is spiritual in your life? 	<ul style="list-style-type: none"> Take part in outdoor and adventurous activity challenges both individually and within a team. (Robin Wood) Team Active 	<ul style="list-style-type: none"> Personal identity (link to DT pin making) Moral values right vs wrong
MUSIC	Languages	SMSC	Enriching the curriculum (Visits, Visitors, special days)
<ul style="list-style-type: none"> Play and perform in solo and ensemble contexts, using voice and instruments 	<ul style="list-style-type: none"> French Look at the culture of the countries where the language is spoken. Read, write, speak 	<ul style="list-style-type: none"> Spirituality P4C - moral values 	<ul style="list-style-type: none"> Think Forensic PC Blunt visitor drawing - link to Outdoor Learning)