

Literacy (including role play /drama)

Kensuke's Kingdom

- Children will all have their own copy of the novel to read in style of secondary school English.
- Predict the content of the novel using blurb/cover
- Research the author Michael Morpurgo and his other novels.
- Answer questions about *Kensuke's Kingdom* involving finding quotations, deduction, inference and interpretation of Morpurgo's language.
- Plan and write a balanced argument for and against sailing round the world.
- Write a diary entry as if you are going on a similar adventure to Michael.
- Sequence and order events from *Kensuke's Kingdom*.
- Write what you would take on a desert island.
- Create a Log Book Entry
- Look up tricky words from the novel using a dictionary.
- Analyse the relationship between Michael and Kensuke.
- Role play as major characters from the story.

Work in transition books to take up to secondary school.

Numeracy & targets

Plan a tropical holiday with a given budget. Problem solving- Which items are essential? Why?

Art / D&T

- Transform classroom to kickstart Joyning the Learning.
- Draw a silhouette picture based on front cover.
- Use quotations from *Kensuke's Kingdom* to design Michael's island using papier mache, paints and collage. (Chn to work in groups)
- Cherry Blossom Trees
- Sketch Kensuke using textual analysis of the author's description.
- Draw a wanted/missing poster for Michael.
- Draw a plan of Kensuke's cave house using clues from text

Topic:
Kensuke's Kingdom
Class: Year 6
Term: Summer 2



RE/PATHS

PATHS to continue as in Spring term, developing skills to solve conflict successfully and independently. Transition unit and moving on to Year 7.

LEAVERS ASSEMBLY to include memories of time at Redhill, our achievements.

Topic (inc Geography, History, Science ICT)

- Compare Japan and England by looking at a range of physical and human geography features.
- Chart the journey of the *Peggy Sue* around the world on a large map to be displayed in class.
- Make a timeline of Kensuke's life, linked to knowledge and research of World War 2 and VJ Day.
- Discuss the development and effect of the atomic bomb - what effect did this have on Kensuke and his family?
- Use Scratch to develop algorithms to make a sprite move, change, dance and make sounds. Debug a programme. Use Purple Mash to develop an online game with links to the desert island theme.
- Learn basic Japanese.

PE/Outdoor work

Athletics

Children will be able to:

- Develop the skills of running, jumping and throwing and aim to develop the accurate replication of these.
- Understand that different events demand different abilities and be able to adapt their skills to the needs of the event.
- Move with ease and show control in a range of physical contexts
- Generate & implement ideas and strategies to solve problems