

## Sparkenhoe C P School Discrete Curriculum Overview 2019 2020

### Year 6

Subject	<u>Block A</u> 02.09.2019 - 11.10.2019	<u>Block B</u> 21.10.2019 - 29.11.219	<u>Block C</u> 02.12.2019 - 24.01.2020 Including 1 Christmas week 16-20.12.19	<u>Block D</u> 27.01.2020 - 13.03.2020	<u>Block E</u> 16.03.2020 - 08.05.2020	<u>Block F</u> 11.05.2020 - 26.06.2020 Leaves 2 weeks at the end of term w/b 29.06 and 06.17
<b>Science</b>	<u>All living things</u> Children learn about how living things are classified into groups based on specific characteristics.	<u>Electricity</u> Children learn to understand the effects of voltage and use recognised symbols when representing a simple circuit in a diagram.	<u>Light</u> Children learn to recognise that light travels in straight lines, how objects are seen and how shadows are cast.	<u>Animals including humans &amp; Evolution and inheritance</u> Children learn to identify and understand parts of the circulatory system. They learn about the impact of diet, exercise, drugs and lifestyle.	<u>SATs</u>	<u>Assembly</u>
<b>PE</b>	<u>Striking and Fielding</u> Children learn to throw/catch/roll at a target when in motion. Children learn to choose appropriate shot selection.	<u>Invasion Games</u> Children play, choose and apply appropriate skill(s) within a team.	<u>Strength and Conditioning</u> Children understand the importance of strength and conditioning training. Children learn how to lunge. Children learn how to bound jump.	<u>Gymnastics</u> Children perform a range of jumps, balances and rolls with a group.	<u>Athletics</u> Children analyse and critique performances. Children improve technique to enhance performance.	<u>Net Games</u> Children learn to hit a ball with a racket (backhand stroke).
<b>Computing</b>	<u>E-Safety</u> Children learn to stay safe in the digital world.	<u>We are app planners and Market Researchers</u> Children think of an app which could solve a problem they face and see what is already available.	<u>We are App Developers</u> Children program their app which they planned and researched in the last unit.	<u>Microbit</u> Children combine electronics and coding to simulate programming a functional object.	<u>We are Marketers</u> Children use a computer to develop a presentation in their own style to market their app.	<u>Using Microsoft Office Practically</u> Children use the full range of Microsoft Office programs to advertise and prepare for their leavers assembly.
<b>Music</b>	<u>Pulse, Rhythm &amp; Improvisation</u> Pulse of 4, 5 & 7 build ostinatos. Explore use of improvisation between structured sounds. Develop this with voice, body percussion, chair drums & tuned instruments.		<u>Rhythm</u> Interpreting non formal notation to create a piece containing timbre, texture, dynamics and pitch changes.	<u>Structure &amp; Form</u> Revisit the use of ABC form in pop songs. Discuss lyric writing and why we write songs. Interpret lyrics and focus on the form used and why.	<u>Ukulele</u> Learn some basic chords and strumming patterns. Follow notation confidently and be able to play as an ensemble.	<u>20<sup>th</sup> Century Music</u> Link the visual with the aural sounds of Impressionism and Expressionism and Serialism. Compose music for a short film using technology.
<b>RE</b>		What does it mean to be a Muslim?		Why do some people believe God exists?		What do religions say to us when life gets hard?
<b>PHSCE</b>	Building Positive Relationships		Health and Wellbeing		Living in the wider world	

## Sparkenhoe C P School Topic Curriculum Overview 2019 2020

### Year 6

Block 1 02.09.19 - 25.10.19	Block 2 28.10.19 - 13.12.19	1 spare week 16.12.19	Block 3 07.01.20 - 28.02.20	Block 4 02.03.20 - 01.05.20	Block 5 05.05.20 - 26.06.20	2 spare weeks. 29.06.20 - 10.06.20
<p><b><u>A Car Park Fit for a King</u></b></p> <p><b>History</b> Children will know about Richard III, the War of the Roses and the battle for the throne. They will learn about the Battle of Bosworth and the history of the monarchy. They will also know about how Richard's body was uncovered, how they identified it and how it got there.</p> <p><b>Art</b> Children will know about some of the artistic features of the period and the symbolism in portraiture. They will make their own bust of Richard III which will show some of these symbols of power and wealth. They will also sketch a portrait of Richard III.</p>	<p><b><u>Norway am I doing this!</u></b></p> <p><b>Geography</b> The children will know about the location of Norway and be able to describe it in detail in numerous ways. They will be able to explain some of the key physical features of the country and how this has shaped its people. They will know about the human features of the country and be able to compare these to the UK. They will be able to think about Norway's position in global affairs and how this is affected by its geography. They will be able to understand how global warming will affect the country and what can be done to sustain the environment.</p> <p><b>Design and Technology (Cooking)</b> Children will know about a variety of traditional Norwegian food and be able to evaluate it in terms of its place in a healthy diet. They will be able to make a Norwegian dish and describe where its ingredients came from.</p>		<p><b><u>World War 1</u></b></p> <p><b>History</b> Children will know about the causes of World War I. They will also know about what happened during the war on the front line and at home. They will know about Leicester during this time, understanding how the names of places around school changed.</p> <p><b>Design and Technology</b> The children will know about some of the bridges used in WWI, what their purpose was and how the construction facilitated this. They know how to strengthen structures in a variety of different ways and will be able to make a design brief based on the properties of a Bailey Bridge. They will be able to design and make a Bailey Bridge that can stretch across a void and take a weight.</p>	<p><b><u>Naïve</u></b></p> <p><b>Art</b> Children learn about the Naïve style of art, what the features are and some of the works of influential artists of this movement. They will also be able to identify a Naïve style piece of art and eventually recreate some of the pieces of work by Andy Murray and Lowry. Children will make their own artwork in the style of Murray.</p> <p><b>Geography</b> Children learn about the impact industrialisation had on our country. They will know land use has changed over time, looking at specific areas of the UK and be able to use maps and other sources to explain this. They will be able to locate places that were affected by the industrial revolution with accuracy and discuss where they are with reference to a wide range of geographical features.</p>	<p><b><u>Crime and Punishment</u></b></p> <p><b>History</b> Children will know about the different ways in which societies in the past dealt with people who broke rules and how this changed through history. They will be able to describe the punishments, compare them to others and discuss how they were indicative of the specific period of history. They will be able to explain how punishment and crimes differ for rich and poor people in history. They will also be able to use a variety of sources to research and reach conclusions.</p> <p><b>Art</b> Children will be able to recognise the stylistic features of comic strips, pop art and manga. They will develop their own crime fighting character and complete a piece of art in the style of Roy Lichtenstein and manga.</p> <p style="text-align: right;">Performance: Week beginning 06.07.2020</p>	