

Longford Primary Academy

Curriculum planning



		Summer
YEAR 6	Theme(s)	Moving on
	WOW Ideas	
	Possible enrichment opportunities	Shugborough Camp End of year show
	English links & texts	<ul style="list-style-type: none"> • https://www.literacyshed.com/the-sci---fi-shed.html • https://www.literacyshed.com/3littlepigs.html • https://www.literacyshed.com/chaperon-rouge.html • A range of genre for the above stimuli.
	Maths links	Revision of KS2 objectives for SATs
	Topic Objectives	Music <ul style="list-style-type: none"> • play and perform in solo and ensemble contexts, using their voices and playing musical instruments with increasing accuracy, fluency, control and expression • listen with attention to detail and recall sounds with increasing aural memory • use and understand staff and other musical notations • appreciate and understand a wide range of high-quality live and recorded music drawn from different traditions and from great composers and musicians
	Topic Objectives	PSHE <ul style="list-style-type: none"> • recognise that as people approach puberty, many changes happen including feelings and emotions. • know about a range of jobs and that by developing skills I will be able to do a job in the future. • understand how the body changes as it reaches puberty. • understand that bacteria and viruses can affect health and that following simple, safe routines can reduce their spread.
	Topic Objectives	Geography Use the eight points of a compass, four-figure grid references, symbols and a key (that uses standard Ordnance Survey symbols) to communicate knowledge of the United Kingdom and the world.
Science Objectives	Electricity <ul style="list-style-type: none"> • Identify common appliances that run on electricity • Construct a simple series circuit • Identify and name the basic parts of a series circuit cell, wires, bulbs, switches, buzzers • Recognise whether a lamp will light or not in a simple series circuit based on whether it is a complete circuit with a battery • Recognise that a switch opens and closes a circuit and associate this with whether or not a lamp will light • Recognise some common conductors and insulators. • Recognise that metals are good conductors of electricity • Associate the brightness of a lamp or the volume of a buzzer with whether the number and voltage of cells in a circuit • Compare and give reasons for variations in how components function including the brightness of bulbs, loudness of buzzers and the on/off position of switches • Use symbols when representing simple circuits in a diagram 	

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Working Scientifically Objectives	<ul style="list-style-type: none"> • planning different types of scientific enquiries to answer questions, including recognising and • controlling variables where necessary • recording data and results of increasing complexity using scientific diagrams and labels, • classification keys, tables, scatter graphs, bar and line graphs • using test results to make predictions to set up further comparative and fair tests • reporting and presenting findings from enquiries, including conclusions, causal relationships and • explanations of and degree of trust in results, in oral and written forms such as displays and other • presentations • identifying scientific evidence that has been used to support or refute ideas or arguments.
PE	<ul style="list-style-type: none"> • Target games – ultimate Frisbee • Dance
Computing	<p>Computing Computer programming</p> <ul style="list-style-type: none"> • Be able to use object orientated programming to control on screen ‘actors’. • Understand the application of events and actions. • Develop, test and refine sequences of instructions to produce a simple animation. • Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts. • Use sequence, selection, and repetition in programs; work with variables and various forms of input and output. • Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.
Possible outcomes	<ul style="list-style-type: none"> • End of year show • End of year leavers' assembly.