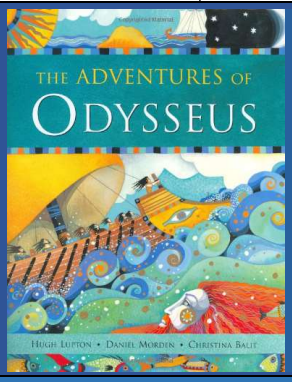
Marshfield CE VC Primary School

Learning together, inspiring each other, achieving our best
"Life in all its fullness"

Sea Turtles Creative Curriculum Overview Term 1 2022-23 – Year 6



WHAT ARE THE ORIGINS OF DEMOCRACY?

At Marshfield, our learning is driven by…

Ambition:
As ambitious learners, we will:
- Write detailed non-chronological reports using an informed historian's expert voice
- Challenge religious traditions from a modern-day perspective
- Aim to write our first full paragraphs in Spanish

Sustainability:
To foster sustainability, we will:
- Use poetry to reflect upon the incentives being set-up by sustainable Marshfield
- Evaluate sustainability within Christianity, Islam and Humanism

Creativity:
To nurture creativity, we will:
- Contribute to Harvest festival
- Sing in the Autumn Singing Square
- Read to younger children at Book at Bedtime
- Sing our class song and continue with fife

Areas of learning

ENGLISH

Non-chronological reports
6.1 Expanded noun phrases
6.2 Perfect form of the verb
6.7 Colons for lists

Quest narrative based on *The Adventures of Odysseus*
6.3a Direct speech
6.3b Reported speech
6.4 Variation in sentence structure
6.5 Manipulate of sentence lengths

Guided reading
6.4 Word meaning in context
6.5 Use of figurative language
6.8 Challenge views of others

MUSIC

Fife

MATHS

Place value
6NPV-1. Understand the relationship between powers of 10; use this to make a given number 10, 100, 1,000, 1 tenth, 1 hundredth or 1 thousandth times the size
6NPV-2. Recognise the place value of each digit in numbers up to 10 million, including decimal fractions; compose/decompose numbers up to 10 million using standard and nonstandard partitioning.
6NPV-3. Reason about the location of any number up to 10 million, including decimal fractions, in the linear number system; round numbers, as appropriate, including in contexts.
6NPV-4. Divide powers of 10, from 1 hundredth to 10 million, into 2, 4, 5 and 10 equal parts; read scales/number lines with labelled intervals divided into 2, 4, 5 and 10 equal parts.
6.1. Use negative numbers in context; calculate intervals across zero.
6.2. Solve number and practical problems that involve all of the above.

Addition and subtraction
6AS/MD-1. Understand that 2 numbers can be related additively or multiplicatively; quantify additive and multiplicative relationship.
6AS/MD-2. Use a given additive or multiplicative calculation to derive or complete a related calculation, using arithmetic properties, inverse relationships, and place-value understanding.
6.3. Perform mental calculations, including with mixed operations and large numbers.
6.5. Solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why.
6.7 Use estimation to check answers to calculations and determine, in the context of a problem, an appropriate degree of accuracy.

Fractions, decimals and percentages
6.20 Solve problems which require answers to be rounded to specified degrees of accuracy.

Measure
6.30. Solve problems involving the calculation and conversion of units of measure, using decimal notation up to three dp where appropriate.
6.31. Use, read, write and convert between standard units, converting measurements of length, mass, volume and time from a smaller unit of measure to a larger unit, and vice versa, using decimal notation.

TOPIC

History – Ancient Greeks
HUKS2.1. Use sources of evidence to deduce information about the past.
HUKS2.2. Select suitable sources of evidence, giving reasons for choices.
HUKS2.3. Use sources of information to form testable hypotheses.
HUKS2.4. Seek out and analyse a wide range of evidence in order to justify claims about the past.
HUKS2.6. Understand that no single source of evidence gives the full answer to questions about the past.
HUKS2.7. Refine lines of enquiry.
HUKS2.9. Compare some of the times studied with those of the other areas of interest around the world.
HUKS2.10. Describe the social, ethnic, cultural or religious diversity of past society.
HUKS2.12 Describe the main changes in a period of history.

DT – Structures
DUKS2.5. Cut materials with precision; refine finish with tools.
DUKS2.6. Show an understanding of the qualities of materials to choose appropriate tools to cut and shape.

Computing – Coding
C6.1. Solve problems by decomposing them into smaller parts.
C6.2. Use selection in programs.
C6.3. Work with variables.
C6.4. Use logical reasoning to explain how simple algorithms work.
C6.5. Use logical reasoning to detect and correct errors in algorithms.

PE

Tag rugby with Mr Hull
Fitness training with Mr Looker-Jones

PSHE (Jigsaw)

Being in my world

RE

U2.5 – Is it better to express your religion in arts and architecture or in charity and generosity?

Spanish

Spanish phonics
Spanish alphabet

Our Christian value for term five is **Justice**:
"Learn to do right. Seek justice." (Isaiah 1.17)