



# St. Thomas C.E Junior and Infant School

## Year 6 Curriculum Overview Autumn Term 1



### English: Instruction Writing.

- Writing fit for a purpose.
- Using technology to inform and develop their writing.
- Using current affairs to deepen their understand of the power of writing.

### Computing: We Are Game Developers.

- Use PowerPoint to create a 'who wants to be a millionaire' game.
- Explore the cyber café for E-Safety lessons.

### Geography: I am a Year 6 pupil, get me out of here!

- What would a bird's eye view of your school look like?
- Can you put together a map of the immediate area around your school?
- Can you explain why your \*town exists and what would have brought people to live there in the first place and why do people live there today?
- Can you use an OS map, including compass point directions, to help someone plan a route between two local points?
- If you got lost within 50 miles of your home, how would you go about finding your way home?
- From the photographs you have taken of the immediate area, can you create a painting?
- How would you go about planning a trip to a European city to include cost and time?
- As a class could you create an 'Urban' or 'Rural' School pointing out the features in your locality.

### PE: Athletics

- To explore ways of combining jumping actions
- To develop running skills in isolation
- To develop throwing skills in an athletic type activity
- To evaluate their own success
- To develop jumping actions

### Mathematics:

- Place value.
- Addition, subtraction, multiplication and division.
- Problem solving and reasoning.

### R.E: Life as a Journey

- Discussion about journeys and the introduction of the idea of life being a journey
- Mapping out their own journey so far, highlighting special events, people and rites of passage.
- The journey of life as a Christian
- Looking at the impact of faith on a believer's life journey in comparison to a person of no faith.
- Researching Christian places of pilgrimage and why people visit these places.

### Judaism Week

### Art: Creating a model Minecraft school

- What is special about the design of Minecraft?
- Can we sketch what parts of our school would look like in Minecraft?
- Can we develop a sketch into a drawing and finished coloured picture?
- How could we use modelling materials to make 3D models and colour them to look like Minecraft 'products'?
- Can we construct a model of part of our school to look like a Minecraft screenshot in 3D?