



Year 6 - Autumn MTP

Subject	Geography Au1: London	History Au2: Changes in crime and punishment (Vile Villains)	RE What do we know about Christianity?	PSHCE How can we keep healthy as we grow?	Science Au1: Electricity Au2: Evolution and inheritance
Content to cover	<ul style="list-style-type: none"> <input type="checkbox"/> Name and locate counties and cities of the UK, identifying human and physical characteristics, topographical features and land use patterns. Understand how some of these aspects have changed over time. <input type="checkbox"/> Economic activity, including trade links <input type="checkbox"/> Use maps, atlases, globes and digital/ computer mapping to locate countries and describe features studied <input type="checkbox"/> Use the eight points of a compass, 4 and 6 figure grid references, symbols and key (including use of OS maps) to build knowledge of the UK 	<ul style="list-style-type: none"> <input type="checkbox"/> Know and understand the history of these islands as a coherent, chronological narrative <input type="checkbox"/> Understand historical concepts such as continuity and change, cause and consequence, similarity, difference and significance, and use them to make connections, draw contrasts, analyse trends, frame historically-valid questions and create own structure accounts <input type="checkbox"/> Understand methods of historical enquiry, including how evidence is used rigorously to make historical claims, and discern how and why contrasting arguments and interpretations of the past have been constructed <input type="checkbox"/> A study of an aspect or theme of British history that extends pupils' chronological knowledge beyond 1066 	<ul style="list-style-type: none"> <input type="checkbox"/> Beliefs and practices across the denominations of Christianity and the impact of these for individuals and communities 	<ul style="list-style-type: none"> <input type="checkbox"/> How important friendships are in making us feel happy <input type="checkbox"/> The characteristics of friendships <input type="checkbox"/> Healthy friendships are positive & welcoming towards others & don't make others feel lonely or excluded <input type="checkbox"/> That most friendships have ups and downs <input type="checkbox"/> Mental wellbeing is a normal part of daily life <input type="checkbox"/> Normal range of emotions that all humans experience (recognise and talk about these) <input type="checkbox"/> Benefits of physical exercise <input type="checkbox"/> Isolation and loneliness can affect children <input type="checkbox"/> Where and how to seek support <input type="checkbox"/> It is common for people to experience mental ill health 	<ul style="list-style-type: none"> <input type="checkbox"/> Associate the brightness of a lamp or the volume of a buzzer with the number and voltage of cells used in the circuit <input type="checkbox"/> Compare and give reasons for variations in how components function, including the brightness of bulbs, the loudness of buzzers and the on/ off position of switches <input type="checkbox"/> Use recognised symbols when representing a simple circuit in a diagram <input type="checkbox"/> Construct simple series circuits <input type="checkbox"/> Necessary precautions when working with electricity <input type="checkbox"/> recognise that living things have changed over time and that fossils provide information about living things that inhabited the Earth millions of years ago <input type="checkbox"/> Recognise that living things produce offspring of the same kind, but normally offspring vary and are not identical to their parents (e.g. breeds of dogs) <input type="checkbox"/> Identify how animals are adapted to suit their environment in different ways and that adaptation may lead to evolution <input type="checkbox"/> The work of Mary Anning, Charles Darwin and Alfred Wallace
Intent	London's significance within the U.K.	Extend knowledge of the British isles beyond 1066 (changes within crime and punishment)	In-depth look at Christianity: denominations, good life, nature of God	The link between physical and mental health and the impact of friendship	Au1: Circuit symbols and know how to change a circuit Au2: Small changes over time, offspring are not identical to parents, environmental adaptations
Proposed sequence- not necessarily one bullet point per lesson (Lesson context/ activity idea/ notes may be added in brackets)	<ul style="list-style-type: none"> <input type="checkbox"/> Identify our and London's positions on a range of maps (plan a journey to London) <input type="checkbox"/> Importance of the River Thames (landmarks along the river bank) <input type="checkbox"/> London as a centre for trade <input type="checkbox"/> How London is laid out and how it has expanded over time (compare different boroughs) <input type="checkbox"/> Multicultural London (statistics) <input type="checkbox"/> Bring together/ present knowledge of London (advert/ brochure) 	<ul style="list-style-type: none"> <input type="checkbox"/> Understand the far reaching impact of September 11th <input type="checkbox"/> Use historically evidence to justify whether or not Richard 3rd was the villain he is portrayed to be (link back to Tudors) <input type="checkbox"/> Gunpowder plot—who was the real villain? Does Guy Fawkes deserve the blame he receives? <input type="checkbox"/> Jack Shephard— why was his punishment so extreme compared to the crime he committed? <input type="checkbox"/> Burke and Hare—the disproportionate punishments that they received and why this happened. Would this still happen today? <input type="checkbox"/> Should punishment be based around rehabilitation or retribution? 	<ul style="list-style-type: none"> <input type="checkbox"/> Different denominations of Christianity <input type="checkbox"/> Key Christian values linked to Bible stories (several weeks) <input type="checkbox"/> What does it mean to lead a good life? <input type="checkbox"/> Christian view of the nature of God: omniscient, omnipotent, benevolent <input type="checkbox"/> Why suffering exists if God is all knowing and all powerful—link to Jesus' suffering <input type="checkbox"/> What symbols of Christmas teach us about Christian beliefs/ values 	<ul style="list-style-type: none"> <input type="checkbox"/> Positive and negative influences on our physical and mental health <input type="checkbox"/> The causes and affects of addiction <input type="checkbox"/> What it means to truly be a friend <input type="checkbox"/> Impact of positive friendships and the feeling of belonging (groups, clubs, etc.) <input type="checkbox"/> Early signs of physical and mental ill health—subsequent issues <input type="checkbox"/> In depth look at specific mental health issues (address misuse of language e.g. 'OCD' used to mean tidy or 'depressed' used to mean sad) <input type="checkbox"/> How and where to seek help (throughout topic) 	<ul style="list-style-type: none"> <input type="checkbox"/> What is electricity and where does it come from? (renewable and non-renewable) <input type="checkbox"/> Electricity flows in a circle (demonstrate with water) <input type="checkbox"/> Accurately read circuit diagrams and build from them (predict what will happen when the circuit is made) <input type="checkbox"/> Explore different circuit challenges and draw with circuit symbols <input type="checkbox"/> Adapt circuits and explain (e.g. make a bulb brighter) <input type="checkbox"/> Real world application of circuits <input type="checkbox"/> Inheritance—how offspring inherit traits from their parents <input type="checkbox"/> Animal adaptations to the environment <input type="checkbox"/> Plant adaptations to the environment <input type="checkbox"/> Evolution—track human evolution <input type="checkbox"/> Galapagos islands (finches to prove adaptation/ evolution) <input type="checkbox"/> How fossils can prove evolutionary theory <input type="checkbox"/> Extinction (What happens to things that don't evolve?) <input type="checkbox"/> Human impact on the natural world (all negative?)



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Subject	Computing 1: Online safety, 2. Coding, 3. Spreadsheets, 4: Blogging	D.T. More complex circuits and switches	Art	Spanish	Music	PE Athletics and Swimming
Content to cover	<ul style="list-style-type: none"> <input type="checkbox"/> Design, write and debug programs to accomplish specific goals <input type="checkbox"/> Use sequence, selection and repetition in programs; work with variable and various forms of input and output <input type="checkbox"/> Use logical reasoning to explain how some simple algorithms work (detect and correct errors) <input type="checkbox"/> Understand computer networks, including the internet <input type="checkbox"/> Use search technologies effectively <input type="checkbox"/> Select, use and combine a variety of software on a range of devices <input type="checkbox"/> Use technology safely, respectfully and responsibly 	<ul style="list-style-type: none"> <input type="checkbox"/> Use research and develop criteria <input type="checkbox"/> Design innovative, functional and appealing products <input type="checkbox"/> Generate, develop and communicate ideas <input type="checkbox"/> Select from a wider range of tools, materials and components <input type="checkbox"/> Investigate and analyse a range of existing products <input type="checkbox"/> Consider how to improve work Use electrical systems in products <input type="checkbox"/> Apply computing skills to program, monitor and control products 	<ul style="list-style-type: none"> <input type="checkbox"/> Revisit still life. Develop drawing skills using observational drawing <input type="checkbox"/> Explore cubism and experiment with working in a cubist style <input type="checkbox"/> Develop clay (and drawing) skills by creating detail based upon still life observation 	<ul style="list-style-type: none"> <input type="checkbox"/> Listen attentively and show understanding by joining in and responding <input type="checkbox"/> Link the spelling, sound and meaning of words <input type="checkbox"/> Engage in conversations, speak in sentences using accurate pronunciation and intonation <input type="checkbox"/> Present orally and read carefully <input type="checkbox"/> Appreciate stories, songs, poems and rhymes in the language <input type="checkbox"/> Broaden vocabulary, including through using a dictionary <input type="checkbox"/> Write and adapt phrases from memory <input type="checkbox"/> Describe people, places, things and actions orally and in writing <input type="checkbox"/> Understand basic grammar 	<ul style="list-style-type: none"> <input type="checkbox"/> Play and perform in solo and ensemble contexts, using their voices and play instruments with increasing accuracy, fluency, control and expression <input type="checkbox"/> Improvise and compose music <input type="checkbox"/> Listen with attention and recall sounds <input type="checkbox"/> Use and understand staff and other musical notation <input type="checkbox"/> Appreciate and understand a wide range of high-quality live and recorded music drawn from different traditions and from great composers and musicians <input type="checkbox"/> Develop an understanding of the history of music 	<ul style="list-style-type: none"> <input type="checkbox"/> Develop competence to excel in a broad range of physical activities <input type="checkbox"/> Are physically active for sustained periods of time <input type="checkbox"/> Engage in competitive sports and activities <input type="checkbox"/> Lead healthy, active lives <input type="checkbox"/> Use running, jumping, throwing and catching in isolation and in combination <input type="checkbox"/> Develop flexibility, strength, technique, control and balance <input type="checkbox"/> Compare their performances with previous ones and demonstrate improvement to achieve their personal best. <input type="checkbox"/> Swim competently, confidently and proficiently over a distance of at least 25 metres <input type="checkbox"/> Use a range of strokes effectively <input type="checkbox"/> Perform safe self-rescue in different water-based situations
Intent	Apply skills to a range of software products within Purple Mash	Apply electronics skills to make a circuit for a purpose	Apply observational drawing skills within other styles and mediums.	Speak using accurate pronunciation and intonation.	Develop Keyboard Skills, playing pieces to understand elements of music.	Be ready to compete in a chosen athletics event and be safe in water and swim 25 metres.
Proposed sequence- not necessarily one bullet point per lesson (Lesson context/ activity idea/ notes may be added in brackets)	<ul style="list-style-type: none"> <input type="checkbox"/> Message in a game <input type="checkbox"/> Online behaviour <input type="checkbox"/> Screen time <input type="checkbox"/> Designing and making a more complex program <input type="checkbox"/> Using functions <input type="checkbox"/> Flowcharts and control simulations <input type="checkbox"/> User input <input type="checkbox"/> Using text-based adventures <input type="checkbox"/> Exploring probability <input type="checkbox"/> Creating a computational model <input type="checkbox"/> Use a spreadsheet to plan pocket money spending <input type="checkbox"/> Planning a school event <input type="checkbox"/> Planning a blog <input type="checkbox"/> Writing a blog <input type="checkbox"/> Sharing posts and commenting 	<ul style="list-style-type: none"> <input type="checkbox"/> Explore a range of switches and sensors <input type="checkbox"/> Generate a design specification <input type="checkbox"/> Model possible electric circuits <input type="checkbox"/> Develop a step by step plan <input type="checkbox"/> Write and test programs and connect to a control box <input type="checkbox"/> Assemble, test and modify <input type="checkbox"/> Evaluate against the original design specification 	Cubism <ul style="list-style-type: none"> <input type="checkbox"/> Explore cubism in Art including the work of Picasso, Gris and Jacques <input type="checkbox"/> Complete observational drawings using charcoal to create tone and shade <input type="checkbox"/> Explore perspective and overlapping using carbon paper to create a final piece Fruit Pinch pots <ul style="list-style-type: none"> <input type="checkbox"/> Complete observational drawings of fruit <input type="checkbox"/> Explore moulding with clay and modelling techniques <input type="checkbox"/> Experiment with creating colour and texture in sculpture 	<ul style="list-style-type: none"> <input type="checkbox"/> Classroom items (positive and negative) <input type="checkbox"/> School uniform (noun/ adjectives agreement and change adjectives based on gender) <input type="checkbox"/> Understand the main points of a text by answering true and false questions. <input type="checkbox"/> Occupations <input type="checkbox"/> Where do you live? <input type="checkbox"/> Substitute nouns on a sentence - describe an ideal home by using nouns and adjectives in a descriptive text 	<ul style="list-style-type: none"> <input type="checkbox"/> Sing - Do What you want to/ Blinded by your Grace/It's all about love <input type="checkbox"/> Listen to Connect it/ Mars/ Halleluiah Chorus/Take the A Train/ Wonderwall. <input type="checkbox"/> Improvise/Compose a Gamalan inspired Pentatonic Melody <input type="checkbox"/> Play pieces on the Keyboard app using up to 8 notes including Sharps/flats <input type="checkbox"/> Melody/Pitch/tonality/Structure and Form/Time signatures <input type="checkbox"/> Understand Crotchet, Minim, semiquaver, Quaver and their rests. <input type="checkbox"/> Understand and use C Triad, G Triad. <input type="checkbox"/> Perform in groups and individually. 	<ul style="list-style-type: none"> <input type="checkbox"/> Disability sports <input type="checkbox"/> Long distance running <input type="checkbox"/> Sprinting <input type="checkbox"/> Long jump <input type="checkbox"/> Triple jump <input type="checkbox"/> Javelin <input type="checkbox"/> Shot putt <input type="checkbox"/> Discus <input type="checkbox"/> Relay <input type="checkbox"/> Hurdles <input type="checkbox"/> Swimming lessons weekly by the swim instructor at the local swimming baths