

Science:



We will be developing our investigative skills, predicting and testing outcomes.

We will question:

What is light? How do we see things? How does light travel? How are shadows formed? How do electrical circuits and their components work?

History:

We will be exploring the local history of Ashley, focusing on the arrival of the railway, wartime and the schools in our area. We will investigate the local area and consider the changing environment of Ashley.

Maths:

12345
67890

We will cover National Curriculum objectives on Place Value, number to 10,000,000 and calculation using the four operations: addition, subtraction, multiplication and division.

Art:



We will explore the sketches of George Stubbs, creating pencil techniques such as tone and shade. We will create fine line drawings of horses.

Visiting Experts:

A Local Historian will visit to explore the historical development of Ashley.

Year 6 Autumn Term How we used to live



Computing:



We will be using WeDo2.0 Lego, which helps apply computational thinking through hands-on coding by building machines. We will complete a coding in action project and also consider online safety.

RE:

We will explore peace in Islam and Incarnation in Christianity.

French:



We will be exploring vocabulary related to living in a French town.

Learning for life:



We will be exploring:
How to stay healthy as we grow.
How to look after our mental health, considering medicines and drugs.

Music:



We will be exploring the world of modern music. We will look at the structure and formation of a song (Pop and Rap) with the end product of producing our own songs.

PE – Thursdays



Through the 'Get Set 4 PE' scheme the children will be focusing on developing their rugby and yoga skills in Autumn 1 and basketball and gymnastics skills in Autumn 2.

English:

Based on a variety of written and visual texts, including 'The Arrival' by Shaun Tan and 'Windrush Child' by Benjamin Zephaniah, we will be creating diaries, persuasive leaflets and narratives.