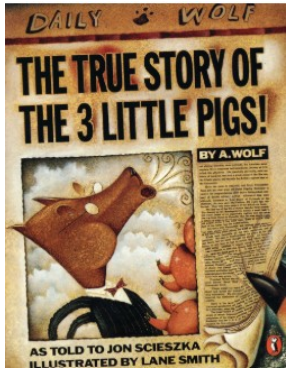


English
Reading

- Provide reasoned justifications for their views
- Retrieve, record and present information from non-fiction
- Drawing inferences such as inferring characters' feelings, thoughts and motives from their actions, and justifying inferences with evidence


Writing

- In narrative, describe settings, characters and atmosphere
- Integrate dialogue in narratives to convey character and advance the action
- Select vocabulary and grammatical structures that reflect what the writing requires
- Using a range of cohesive devices within and across sentences and paragraphs
- Use verb tenses consistently and correctly

Music

- To explore **rhythmic notation** and find the beats of the pulse in different **time signatures**.
- To create rhythms and **notate**
- To refine and rehearse rhythm grid **compositions**.

Additional Key Vocabulary:
Bridge, clef, quavers and semiquavers


DT

- Identify errors (**bugs**) in the code and suggest ways to fix (**debug**) them.
- Incorporate key information from a client's design request such as '**multifunctional**' and '**compact**' in their design brief
- Complete a product pitch plan that includes key information.

Additional Key Vocabulary:
Tinkercad software, cardinal compass directions

Maths

- solve problems involving the calculation and conversion of units of measure
- convert between miles and kilometres
- recall and use equivalences between simple fractions, decimals and percentages, including in different contexts
- Find percentages of amounts

Spring 1—Year 6
Crime and Punishment


History

- explore different historical **disciplinary concepts**
- Know how **crime and punishment** has changed over time in Britain
- Explore different punishments that were handed out to **criminals** depending on their crime
- Know how the **police force** was developed

Additional Key Vocabulary:
Justice, severe, prevention, detective, custody, incriminate and treason.

Science

- Compare and give reasons for why components work and do not work in a **circuit**
- Draw circuit diagrams using correct **symbols**
- Know how the number and **voltage** of **cells** in a circuit links to the **brightness** of a lamp or the **volume** of a buzzer

Additional Key Vocabulary:
Battery, bulb, motor and switch.

Computing

- Know how to build a data set in a **spreadsheet** application including collecting, analysing, evaluating and presenting data and information.
- Know how to construct a **formula** in a spreadsheet.
- Know how to apply a formula to **calculate** the data I need to answer questions

Additional Key Vocabulary:
Inputs, duplicating and data.

PE

- To be able to track an opponent and use **defensive techniques** to win the ball.
- Know how to track an opponent and use defensive techniques to win the ball.
- To develop **counter balance** and **counter tension**.
- To be able to use **flight** from hands to travel over **apparatus**.

Additional Key Vocabulary:
Accuracy, dribble, space, sequences and formations.

RE

- To explain connections between **biblical** texts and the concept of the **Kingdom of God**.
- To make clear **connections** between belief in the Kingdom of God and how Christians put their beliefs into practice.

Additional Key Vocabulary:
Awareness, worship, community and insights.