<u>English</u>	<u>Maths - Problem solving</u>		Science: How light behaves
Autumn 1 Learning Journey 1: Text: The Girl Who Walked on Air by Emma Carroll Outcome 1: Diaries from different perspectives Outcome 2: Interviews Speaking and Listening Outcome: Role Play interview	 Calculating using knowledge of structures Multiples of 1,000 Numbers up to 10,000,000 Multiplication and division <u>DT</u> - Cookery: Measure and bake a ration-inspired Christmas Cake linked to Goodnight Hister Tom <u>Generate</u>: Investigate and analyse a range of existing products. Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups. <u>Design</u>: Develop, model and communicate their ideas through discussion, annotated sketches and recipes. Use selections of ingredients to meet an identified need. <u>Make</u>: Work from detailed plans, modifying where appropriate Work in a safe and hygienic way. <u>Evaluate</u>: Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work. <u>Technical Knowledge</u>: Understand and apply the principles of a healthy and varied diet. Understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed. Prepare a range of savoury dishes using a range of cooking techniques. 		 Knowledge Block 1: How Light Travels Substantive Knowledge (key ideas) When light is emitted from a light source, it travels in straight line by an arrow. Shadows form when light hits an opaque object, the area behind is i lines. Shadows have the same shape as the objects that cast them Knowledge Block 2: How Light Behaves When it Hits an Object Substantive Knowledge (key ideas) When light hits a transparent object, it goes through it in a straight When light hits a transparent object, it goes through it but is scalar't see an image through it. When light hits a mirrored surface, it reflects off it in straight line material. Sometimes when light hits a material it reflects off it in many differ will be reflected but no image will be seen in the material. Shiny surfaces are better reflectors and rough surfaces scatter light pass through them.
Learning Journey 2: Beyond the Lines (Animation) Outcome: Setting Description Speaking and Listening Outcome: Discussion			
Autumn 2 Learning Journey: Text: Goodnight Mr Tom by Michelle Magorian Outcome 1: Letter from an evacuee. Outcome 2: Narrative about Willie seeing something unknown Speaking and Listening Outcome: Read letter from evacuee aloud Guided Reading			
Learning Journey: War Poetry			 Substantive Knowledge (key ideas) Animals see objects when light is reflected off the object and enters The pupil changes its size to allow enough, but not too much light int Too much light damages the eye and too little results in poor quality
<u>RE - God and The Kingdom of God</u> <u>Autumn 1</u> Concept: Umma community Context: The Five Pillars of Islam <u>Autumn 2</u> Concept: Incarnation Context: <i>Was Jesus the Messiah?</i>	Year 6 Autumn Term - Friend of Foe? Cultural Capital Experience: Fairthorne Manor		Geography- Human and physical geography I can identify types of settlement and land use, economic activity includin resources including energy, food, minerals and water in France. Locational knowledge I can locate the world's countries, using maps to foo regions, key physical and human characteristics - France. Place knowledge I can understand geographical similarities and difference geography of a region in a European country - Northern France.
			Geographical skills and fieldwork I can use maps, atlases, globes and digita describe features studied – France. I can use the eight points of the comp and key to build my knowledge of the United Kingdom and the wider world
<u>Art –</u> Soldier portraits linked to WW1 Poetry	 <u>PE</u>	<u>PSHE (Jigsaw)</u>	<u>Music - Rhythm and Aural Games Harvest</u>
Create a silhouette soldier portrait using charcoal and use it to publish Remembrance Day inspired poetry. Skills: Drawing	<u>Autumn 1</u> Gymnastics Strike/field games Invasion games 	<u>Autumn 1</u> Being me in my world <u>Autumn 2</u>	Listen with attention to detail and recall sounds with increasing aural mer Listen to a simple rhythm of crotchets, minims, dotted minims and quave notation.
<u>Computing - Algorithms</u>	 Athletics Sports Coaches: Net/wall games 	Celebrating difference	Sing, play and perform the Harvest and Christmas songs and music as pa dynamics, singing with increasing accuracy, fluency, control, expression of
Use code.org to create and use algorithms as well as work towards debugging algorithms so that they achieve their specified goal.	Autumn 2 • Dance -street/cheerleading • Net/wall games • Strike/field games • Strike/field games		Understand staff when grouping notes into 2, 3 and 4, 5 and 7 beats in a b minims, quavers, semi quavers, dotted minims and semibreves.

nes until it hits an object. This can be represented

in darkness because light can only travel in straight

ght line so we can see a clear image through it. cattered, this means light can pass through, but we

nes, so we can see an image in the reflective

ferent directions (it is scattered). In this case light

ight more. Opaque objects don't allow any light to

the eye through the pupil. to the eye. y images.

ing trade links, and the distribution of natural

ocus on Europe concentrating on environmental

es through the study of human and physical

tal/computer mapping to locate countries and pass, four and six-figure grid references, symbols d.

emory vers then write it down using the correct musical

art of an ensemble, being aware of pitch and and a sense of performance.

bar and reading rhythmic patterns using, crotchets,