

Literacy

Fiction

We will be looking at the stories in video games, making links to traditional tales and writing our own narrative for a game.

Drama Linked to Romeo and Juliet (Shakespeare week)

Non Fiction

We will be looking at the features of discussion and persuasion texts (writing a persuasive piece to make people buy our video games, writing a discussion piece to argue for or against video games.)

SPAG

We will be learning about parenthesis, commas to clarify, relative clauses, subordinating conjunctions, formal and informal language

Exciting Sentences (Alan Peat)

We will be exploring de;de, if,if, inside-outside sentences.

Reading We will be looking at inference, deduction and our own opinions

Science

Changing Materials

Soluble solutions - investigating soluble and non soluble materials

Separating solutions - Exploring a range of methods to separate solutions back to their original states

Mixing heating and burning - noticing the effects when cooking bread, cakes and experimenting with eggs.

Oxidation - investigating how some changes in materials can't be reversed, eg, rust and mould.

ICT and Computing

We will be using coding to make understand how it can be used to make video games. We will use Bloxel Builders to design our own video game.



Year 6 2016- Great Games!

PE

This half term the children will be doing tag rugby (competition) and hockey.

Art & DT

We will be exploring digital art, looking at the techniques used before creating posters and interactive displays for our books.

Music

We will be using Garageband to compose our own soundtracks and sound effects for video games.

Maths

Statistics Interpret and construct pie charts and line graphs and use these to solve problems.

Calculate the mean as an average.

Geometry: Properties of Shapes

Illustrate and name parts of circles, including radius, diameter and circumference and know that the diameter is twice the radius.

Draw 2D shapes using given dimensions and angles.

Compare and classify geometric shapes based on their properties and sizes and find unknown angles in any triangles, quadrilaterals and regular polygons

Recognise angles where they meet at a point, are on a straight line, or are vertically opposite, and find missing angles.

Geometry: Position and Direction

Describe positions on the full coordinate grid (all four quadrants).

Draw and translate simple shapes on the coordinate plane, and reflect them in the axes.

History & Geography

We will look at the history of video games and how they have evolved over time. We will use timelines to plot the evolution of games consoles.

RE and PSHE

Healthy Me - How do I stay healthy and what are the benefits?

What impact have video games had on society?