

# St Margaret's at Cliffe Curriculum Overview for Year 6 Term 6 2020-2021

## English

### Theatre and drama

- Prepare poems and plays to read aloud and to perform, showing understanding through intonation, tone and volume so that the meaning is clear to an audience.
- Respond to their own and others' performances, commenting constructively on dramatic effects, characterisation and overall impact.
- Think about the impact of a live or recorded performance, identifying dramatic ways of conveying characters' ideas and building tension.
- Develop characters through movement, use of voice and facial expressions, dialogue and interaction with other characters.
- Use space and grouping, props and different ways to adapt to an audience.

## Mathematics

### Revision of previously covered topics

### Real Life Problem Solving

- Solve multi-step problems in contexts, deciding which operations and methods to use and why.
- Represent a puzzle or problem using number sentences or diagrams; use these to solve the problem; present and interpret the solution in the context of the problem.
- Suggest a line of enquiry and the strategy needed to follow it; collect, organise and interpret selected information to find answers.
- Identify and use patterns, relationships and properties of numbers or shapes; investigate a statement involving numbers and test it with examples.
- Report solutions to puzzles and problems, giving explanations and reasoning orally and in writing, using diagrams and symbols.

## Music – Performing

- Perform with control and expression solo and ensembles using their voices with increasing accuracy, fluency, control and expression.
- Listen with attention to detail and recall sounds with increasing aural memory.
- Use and understand staff and other musical notations

## DT – Costume and Prop design

Use research and develop to inform the design of innovative, appealing products that are fit for purpose. - Generate, develop, model and communicate their ideas through discussion, annotated sketches.

### Make

- Select from and use a wider range of tools and equipment to perform practical tasks accurately. - Select from and use a wider range of materials and components according to their functional properties and aesthetic qualities.

### Evaluate

- Evaluate ideas and products against their own design criteria and consider the views of others to improve their work.

## Computing – Animation

- To discuss what makes a good animated film or cartoon and how 2Animate can be used in a similar way.
- To learn about onion skinning in animation
- To be introduced to stop motion animation.
- To add backgrounds and sounds to animations.

### **RE – what do religions say to us when life gets hard?**

- Raise thoughtful questions and suggest some answers about life, death, suffering, and what matters most in life.
- Give simple definitions of some key terms to do with life after death, e.g. salvation, heaven, reincarnation.
- Express ideas about how and why religion could help believers when times are hard.
- Research similarities and differences between beliefs about life after death.
- Interpret a range of artistic expressions of afterlife.

### **PSHE – Changing Me**

- Be aware of own self-image and how body image fits into that.
- Explain how girls' and boys' bodies change during puberty and understand the importance of looking after yourself physically and emotionally.
- Describe how a baby develops from conception through the nine months of pregnancy and how it is born.
- Understand how being physically attracted to someone changes the nature of the relationship and what that might mean about having a girlfriend/boyfriend.
- Be aware of the importance of a positive self-esteem and how to develop it.
- Identify excitement and worries about the transition to secondary school.

### **Physical Education – Striking and Fielding**

- Strike a bowled ball; use a range of fielding skills, e.g. catching, throwing, bowling, intercepting, with growing control and consistency.
- Work collaboratively in pairs, group activities and small-sided games.
- Use and apply the basic rules consistently and fairly.
- Understand and implement a range of tactics in games.
- Recognise the activities and exercises that need including in a warm up.
- Identify their own strengths and suggest practices to help them improve.

### **Science – Animals including humans**

- Identify and name the main parts of the human circulatory system, and explain the functions of the heart, blood vessels and blood.
- Recognise the impact of diet, exercise, drugs and lifestyle on the way their bodies function.
- Describe the ways in which nutrients and water are transported within animals, including humans.