

### L.R.R

- Week 1** - To explore the meaning of words in context.
- Week 2** - To confidently summarise key events of the book so far by drawing on evidence from more than one paragraph.
- Week 3** - To infer meaning with reference to the text but also by applying wider experience, for example, why is a character behaving in a particular way.
- Week 4** - To identify unknown words, efficiently locate the definition in a source of their choice, and clearly explain the meaning in the context of what they are reading.
- Week 5** - To discuss and evaluate how authors use language, including figurative language, considering the impact on the reader.
- Week 6** - To infer meaning with reference to the text but also by applying wider experience, for example, why is a character behaving in a particular way.



### ENGLISH

**Composition:** To know how to plan my ideas in writing by: noting and developing initial ideas, drawing on reading and research where necessary.

**Composition:** To know how to draft and write by: using further organisational and presentational devices to structure text and to guide the reader.

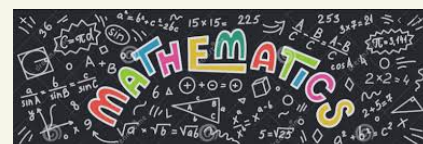
**Spelling:** To know how to spell words that are homophones.

**Grammar:** To know how to link ideas across paragraphs using a wider range of cohesive devices.

To know how to use bullet points to make information concise and clear.

### MATHS

- Week 1** - Y7 Transition Maths
- Week 2** - Y7 Transition Maths
- Week 3** - Y7 Transition Maths
- Week 4** - Y7 Transition Maths
- Week 5** - Y7 Transition Maths
- Week 6** - Y7 Transition Maths



### P.E - ROUNDERS

- Week 1** - Sports Day practice
- Week 2** - Sports Day practice
- Week 3** - Sports Day practice
- Week 4** - Sports Day practice
- Week 5** - To understand and apply tactics in a game.
- Week 6** - To apply skills and knowledge to compete in a tournament.



### FRENCH

- Week 1** - To learn the 8 different pets in French.
- Week 2** - To introduce the 1st person verb conjugation J'ai.
- Week 3** - To introduce the structure qui s'appelle.
- Week 4** - To introduce the negative structure Je n'ai pas de...
- Week 5** - To introduce the conjunction mais.
- Week 6** - To consolidate all knowledge from the unit and complete the end of unit assessment.



### MUSIC - Y6 PRODUCTION

- Week 1** - Learning the songs.
- Week 2** - Learning the songs.
- Week 3** - Learning the songs.
- Week 4** - Implementing music.
- Week 5** - Implementing music.
- Week 6** - Implementing music.

### D.T - PLAYGROUND PIONEERS

- Week 1** - To generate ideas for a playground structure by considering relevant constraints.
- Week 2** - To use annotated sketched, cross sectional planning and exploded diagrams.
- Week 3** - Select appropriate materials, fit for purpose; explain choices, considering functionality and aesthetics.
- Week 4** - To accurately measure, mark out, cut and shape materials or components.
- Week 5** - To accurately apply a range of finishing techniques.
- Week 6** - To test and evaluate final product; explain what would improve it and the effect different resources may have had.



### GEOGRAPHY - SOUTH AMERICA

- Week 1** - To know where Brazil is in the world.
- Week 2** - To use six-figure grid references to locate the major cities of Brazil.
- Week 3** - To confidently understand the significance of Latitude and Longitude and the impact on climate and time zones.
- Week 4** - To know the climate in Brazil and compare it to England's climate.
- Week 5** - To know the physical geography of Brazil.
- Week 6** - To know about the Amazon rainforest.



### SCIENCE / PSHE - RELATIONSHIP EDUCATION

- Week 1** - Consent
- Week 2** - Sexual Harassment
- Week 3** - Attraction and Crushes.
- Week 4** - Starting a family.
- Week 5** - Family and commitment.
- Week 6** - Caring for babies.



### COMPUTING - MICRO:BIT

- Week 1** - To know how to create a program to run on a controllable device.
- Week 2** - To know that selection can control the flow of a program.
- Week 3** - To know how to update a variable with a user input.
- Week 4** - To know how to use a conditional statement to compare a variable to a value.
- Week 5** - To know how to design a project that uses inputs and outputs on a controllable device.
- Week 6** - To know how to develop a program to use inputs and outputs on a controllable device.

### END OF YEAR EVENTS

Please keep a close eye out on the dojo pages as the weeks begin to go by this Summer Term.

Information will be shared throughout the half-term to inform you of all the events coming up.

