English - Alma and the Doll

- Settings
- Character descriptions
- Write alternative endings
- Cross-curricular writing in Geography/Science and RE
- Create own narrative book for a younger child – draft, edit and publish

Year 6 – Term 6

Coasts



Science - Living Things and their Habitats

Computing - Design an Electronic Product

Create a persuasive advert

Programme a microbit Design the packaging Design the website

describe how living things are classified into broad groups according to common observable characteristics and based on similarities and differences, including micro-organisms, plants and animals. give reasons for classifying plants and animals based on specific characteristics.

English - Reading

Learn play scripts by heart to perform, showing understanding is clear to an audience

Offiver

Twist

through intonation, tone, volume and action so that the meaning

RE- Kingdom of God

- Explain the connections between biblical texts and the concept of the Kingdom of God.
- Consider the different possible meanings for the biblical texts studied, showing awareness of different interpretations.
- Make clear connections between belief in the Kingdom of God and how Christians put their beliefs into practice in different ways, including in worship and in service to the community.
- Relate Christian teachings or beliefs about God's Kingdom to the issues, problems and opportunities of our own lives and the life of our own community in the world today, offering insights about whether or not the world could or should learn from Christian ideas.

DT- Steady Hand Game

- Understand what is meant by fit for purpose
- Design and form a follows function
- Design and develop a steady hand game using a series circuit including housing and backboard



Geography - Coasts

- Recognise coastal features
- Understand how coastal features are formed
- Identify coastal features of the UK
- Understand how and why coastlines need to be managed
- Carry out first hand observations during field trip to Folkstone

Maths:

- **Problem Solving**
- Investigations involving: shape, pattern, number, algebra

