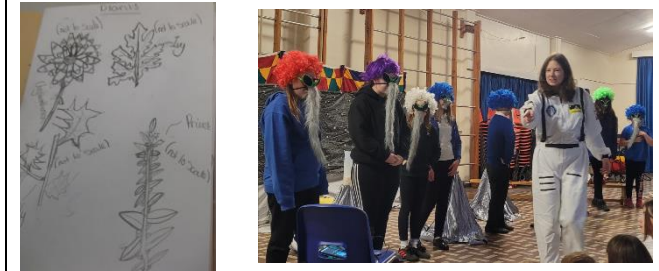




Year 6 Spring Term part 1 Darwin's Delights



As **readers** we will be inferring details about characters and exploring their different voices.

As **writers** we will be creating a biography of Charles Darwin, writing a recount in role as a Titanic survivor and writing a descriptive narrative about discovering a new creature.

As **geographers** we will be using atlases to plot the stops along the route of HMS Beagle. We will be looking at the understanding that animals can become extinct due to sudden climatic change and catastrophic events.

In **PSHE** we will be sharing our aspirations, looking at how to achieve goals and understanding the emotions that go with this.

In **PE** we will be performing a variety of dance actions and playing competitive games such as handball, netball and tag rugby.

As **scientists** we will be recognising that living things usually produce offspring of the same kind, but normally offspring vary and are not identical to their parents.

We will be Identifying how animals and plants are adapted to suit their environment in different ways and that adaptation may lead to evolution.

We will be learning about Mary Anning; recognising that living things have changed over time and that fossils provide information about living things that inhabited the Earth millions of years ago.

As **artists** we will be using a variety of techniques for different effects: shadows, reflections, hatching and cross-hatching whilst sketching plants, flower and shells. We will also develop and refine our 3D sculpture techniques.

In **music** we will be learning how to play chord progressions on the keyboard and how to add a bass line.

As **mathematicians** we will be covering key objectives from the National Curriculum including:

- Generate and describe linear number sequences
- Express missing number problems algebraically
- Recall and use equivalences between simple fractions, decimals and percentages, including in different contexts
- Solve problems involving the calculation and conversion of units of measure, using decimal notation up to 3 decimal places where appropriate

In **computing** we will using Scratch to design our own animated stories including structuring and controlling the timing of events.

In **French** we will be talking about places we could go on holiday and what we may like to do there.