

## ENGLISH

- **Reading** in DEAR time, story time, and at home
- *When Stars Are Scattered*
- *Boy, Everywhere*
- **Writing:** - refugee theme, wishing stories, poems, newspaper reports
- **Project-based** writing
- **Grammar, punctuation** and **spelling**

## PSHE – Being Me in My World

We will discuss **hopes** and **fears** for the year, and draft a **learning charter**, based on rights, responsibilities, and our impacts on others.

## COMPUTING – Systems and Networks

We will learn what IP addresses and Domain Name Servers and how to collaborate online.

**French** – lessons on phonics, sounds and pronunciation



## Year 6. Buzzards Class

### Curriculum Map 2024-25, Term 1

## BIG QUESTION

**How does the natural world create conflict?**

## CONCEPTS

Environment, Resources, Adaptation, Conflict

## SCIENCE - Living things and their habitats

- How to **classify** plants and animals: the history and science of **taxonomy**
- Growing **sweet-pea seeds** in the greenhouse
- **Buzzards:** habitats, diet, and classification
- **Mould-growing** experiment
- **Class trip** to study how living things **adapt** to their **environments** in Kent

## PE – Swimming on Friday Mornings + Daily Mile

## RE – Hinduism

We will study the concepts of **Brahman** and **Atman** and connect Hindu ideas about animals and plants with the rest of our project curriculum.

## MATHS

- Fractions, decimals, %
- Ordering large numbers
- Place value up to three decimal places
- Multiplication and division
- Daily arithmetic practice in our Maths Meetings

## HISTORY – The Mayans

We will learn about how, where, and when the Mayans lived, including what life was like for children, and the **resources** they could use in their rainforest **environment**.

## ART – Make My Voice Heard

We will experiment with different drawing techniques, study street art and Mayan art, and design a poster with a powerful message.

## Music – Step to the Beat

Short-burst lessons daily, developing our pitch, tempo, and singing voice



- **Environment**
- **Resources**
- **Adaptation**
- **Conflict**