



**St Ebbe's**  
C of E (Aided) Primary School

Autumn 2016 Term 1  
Year 6  
*Through the Ages...*

**KEY AREAS OF LEARNING**

**As Scientists we will**

associate the brightness of a lamp or the volume of a buzzer with the number and voltage of cells used in the circuit  
compare and give reasons for variations in how components function, including the brightness of bulbs, the loudness of buzzers and the on/off position of switches  
use recognised symbols when representing a simple circuit in a diagram.

**As historians we will**

Study a period time from the Stone Age to the Iron Age: identifying key changes in Britain.

**As Artists we will**

Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of mediums.

**As designers we will**

use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups  
generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design.

**LITERACY**

We start term 1 with a non fiction focus on adverts and newspaper writing.  
Towards the end of term we will develop our fiction writing with a focus on character and setting description.

Our significant author for this term is Kathleen Fidler and our book is (The Boy with the Bronze Axe)

**MATHEMATICS**

Autumn term 1 starts with the X-Factor!  
Within this topic the children are introduced to factors to help develop mental strategies for multiplication and division.  
Towards the end of the term fractions and related concepts will provide the focus.

**COMPUTING**

Developing an understanding of algorithms and debugging through the use of the Scratch programme.  
Computing is also embedded across the curriculum.

**PE**

Exploring a range of movement skills, including co-ordination and ball skills (throwing and catching).  
Through cooperative and competitive games, we will develop our team spirit.

**RE**

To explore different ways of showing belief with special reference to Islam.

**MUSIC**

Exploring rhythm using a range of different instruments: percussion, wind and drums.  
Developing an understanding of the history of music.

**FRENCH**

Expanding vocabulary including body parts, colours and numbers.

**Inspire**

Science Day  
Maths Day  
Local 'Christmas' Trip (tbc)

**Enrichment**

Theatre Trip  
OS map reading walk  
Art afternoon  
Guest speaker (humanities)

**Global Perspective**

The role of inspirational people throughout the world, both modern historical.  
Developing an awareness of inspiration within the world around them.

**Values**

<b>Respect</b>	Equality	<b>Compassion</b>
Responsibility	Trust	<b>Wonder</b>
	Courage	