



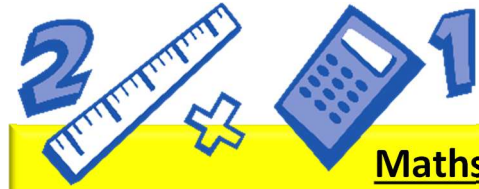
Spring 1 in Year 6 – What are we learning?



English

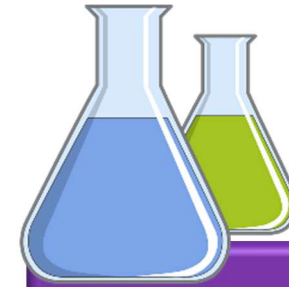
Outlaw

We will be developing our writing skills this term by studying effective literary techniques for creating diary entries, character profiles, balanced arguments and summaries. We will be developing our reading by looking at a wider range of vocabulary in the historical context of Outlaw and analysing how authors construct dual-timeline narratives.



Maths

Our topics this half term cover converting between metric and imperial units, drawing on our knowledge of multiplying and dividing. This will expand into applying our conversion knowledge into ratio and scale modelling. Our final topic this half term will be an introduction to algebra, starting with input and output machines, leading to substitution and solving equations.



Science

We learn about light and how we see. Exploring different sources of light, how light travels in straight lines, and how it reflects off surfaces to allow us to see objects. With investigations into shadows, and how the size and shape of shadows change depending on the position of the light source. We also introduce the colours of the visible spectrum and show how white light is made up of many colours. There is also an introduction to refraction, learning how light can bend when it passes through materials such as water or glass, helping to explain everyday phenomena such as rainbows.



History

Life in Ancient Greece

Building on our knowledge of ancient peoples from Year Five, this term we will be studying the impact of the Greeks on the modern world, the relationship between Athens and Sparta and how Greek ideals such as democracy were spread through colonisation.



Geography

Mountains

Our focus this half term is on physical geography, the differing ways that mountains can form, the features of mountainous terrain and the climates they create. Following this we will be making cross curricular links with Maths to learn how to read maps and scales.

PE & Games



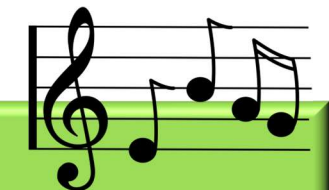
In Games, pupils will focus on football and dodgeball, learning how to outwit opponents through strategic movement, effective teamwork, and improved tactical awareness. They will work on accurately replicating key skills, techniques, and actions to enhance their overall performance.

In PE Dance, students will explore creative movement by learning to create and link a variety of dance actions, using gestures, formations, and contrasting movement patterns. They will work collaboratively to develop short choreographed sequences that show control, expression, and creativity.

Alongside this, pupils will also continue to develop their basketball skills, focusing on ball handling, passing, shooting, and applying these skills within small-sided game situations.

Overall, this term offers a rich balance of competitive games, skill development, and creative expression, helping Year 6 students build confidence, control, and teamwork across all areas of PE.

Music



Britain since 1930

Pupils explore musical styles in Britain during the 1930s and 1940s, focusing on music popular during the Second World War. Pupils begin by exploring songs which were popular during WWII, investigating their melodic shape and how melodies can move by steps and leaps. They then explore how the stepwise movement of the Chromatic Scale can be used to reproduce the 'sliding' sound of WWII Sirens and use this to create their own descriptive WWII soundscape. Pupils then move on to explore the instrumental genre of Swing Music and Big Bands, moving to a piece of Swing Music and exploring how Theme and Variations is used in a piece of Big Band music.



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PSHE

Me in the World

We will be learning about financial risks, critical consumers, spending choices, budgeting, emotional wellbeing, public money & ethical spending.



French

Pupils will learn to greet others, give personal information, and talk about family. They will use **avoir** and **être** in the third person, including negatives, to describe people. They will recognise and pronounce school subjects, give opinions on them, and talk about time in relation to the school day.



RE

Our World

We will be learning about different religious stories and teachings about the environment - Stewardship.



Design and Technology

Wooden Game Project

Pupils will design and create a wooden board game, using traditional woodworking tools and a laser cutter. They will select materials, consider functionality and aesthetics, and test and refine their designs based on feedback.



Computing

Variables in games

Pupils will learn how to use variables in Scratch to control different aspects of a game. They will create, modify, and apply variables to track scores, timers, and player interactions, developing their understanding of how games function.



Art

Year 6 are exploring the Mexican celebration of Day of The Dead and will produce their own response to the theme and the artist Thaneeya McArdle.



Food Technology

Classics

We learn how to make some British classic recipes! We will effectively prepare and cook food, learn how to independently and safely use equipment including using the food technology room.