English

Write entries for Shackleton's Log using formal language and a contrasting informal diary of a stowaway.

Poetry using personification of natural events based on 'Dreadful Menace'.

To revise key grammar and spelling techniques.

Geography and History

How climate and weather varies from the poles to the equator.

The difficulties faced by the Polar explorers and how they attempted to overcome them.

Physical Education

To combine body shapes as part of a routine to show co-ordination strength and precision..

Develop a range of tactics and strategies to overcome opponents in ball games.

Religious Education

How some Christians find science and religion go together,

Similarities and differences on ideas of cosmology and evolution.

Year 6 'Polar Regions'

Curriculum Pathway to Success

Spring 1 2023

Wow Moment

To build a life-size igloo out of milk bottles to understand how they are built and appreciate how serious plastic waste is.

Science

Describe how living things are classified into groups including micro-organisms, plants and animals.

Identify how animals and plants are adapted to suit their environment and how this can lead to evolution.

Computing

Web page creation—making a Polar Facts site.

How to use technology safely, respectfully, and responsibly.

Mathematics

To understand the place value of numbers to three decimal points. Solve problems with decimal numbers, using division and multiplication. To find the percentage of an amount.

Ordering fractions, decimals and percentages.

PSHCE

Keeping Myself Safe—what information to share on the internet and what information to keep private.

Using Stop! Think! Go! Before clicking on links on the internet.

Art and Design

Developing Inuit art block printing to depict polar animals.

Using graduated colours to create pictures of the northern lights .

To design mittens suitable for a Polar Expedition.

Music

Great Composers from the Medieval Period until the turn of the 21st Century, including works by Vivaldi, Mozart and Beethoven.