

English

Mythical narrative—Beowulf

Children will analyse the language and features of a myth linked to their History topic. They will then re-write an extract of the myth.

Explanation text—Lent and Ramadan

The children will explain the similarities and differences between Lent and Ramadan. They will give reasons to support their points.

History

Anglo Saxons and Vikings: Ruthless warriors or peaceful settlers?

The children will learn about the Viking and Anglo-Saxon struggle for the kingdom of England to the time of Edward the Confessor including Saxon-Viking rivalry and co-operation up to 1066.

RE

Christianity—Jesus: What do we mean by a miracle?

Explore what the Christian belief in Jesus as 'fully human and fully divine' means. Understand incarnation and consider why some people regard the miracles of Jesus as signs of his divine nature.

Music—Rainbow Rhythms

Represent the features of a piece of music using graphic notation. Compose a piece of music with voices, bodies and instruments. Select and refine musical choices alone and with others, using musical vocabulary with confidence. Perform pitch and dynamics as a group, according to their graphic score.

Science

How are living things organised?

Children will study and understand micro-organisms such as bacteria, yeast, toadstools and mushrooms. Identify how plants can be categorised into two main groups: flowering plants; and non-flowering plants. To understand that plants can make their own food whereas animals cannot. Plan to answer questions, recognising and controlling variable where necessary.

Curriculum Enrichment

3D printer experience

Class 6ST

Spring 2

Curriculum



Casterton Primary Academy

PSHE

What decisions can people make with money?

They will consider what influences people to spend money, how to keep track of money, understand different ways of paying for things, understand 'value for money' (own values), know the risks associated with money safety and wellbeing.

Computing

Bring a game to life— variables in games— Scratch

Children will: explore the concept of variables in programming through games; learn what they are and relate them to real-world examples of values that can be set and changed; create a simulation of a scoreboard; design, create and improve games.

Maths

Decimals, Fractions Decimals and Percentages and Perimeter, Area and Volume.

The children will be finding equivalent fractions, decimals and percentages and using these to solve problems. They will then calculate perimeter, area and volume and solve multi-step problems.

French

Weather

To learn weather phrases, repeat short phrases accurately, describe the weather using points of a compass, apply knowledge of French vocabulary to a presentation.

PE

Badminton (new sport) Children will learn the rules of badminton. They will develop serving and returning techniques within game play.

Cricket

Children will build on prior knowledge of cricket to develop special awareness in terms of fielding and accuracy when batting and bowling.

Design & Technology

Mechanical Systems— Is this a wind up?

The children will design and make a moving toy for a specific age range. They will develop measuring, marking, cutting, shaping and joining skills using a range of specialist tools. They will also demonstrate the accurate and safe use of tools and equipment.