

Holy Family RC Primary –September 2016

Year	Science	History	Geography	Art	Design and Technology	Physical Education	Languages	Computing
Year 6	<p>Children through scientific investigations will study the topics below:</p> <p>Living things and their habitats</p> <p>Animals including humans</p> <p>Evolution and inheritance</p> <p>Light</p> <p>Electricity</p>	<p>Children will study the topics below:</p> <p>WWI and beyond</p> <p>Local study</p>	<p>Children will :</p> <p>understand latitude, longitude, Equator, hemispheres, tropics, polar circles & time zones</p> <p>study a region of <u>Asia</u></p> <p>understand biomes, vegetation belts, land use, economic activity, distribution of resources, etc.</p> <p>use 4-figure grid references on OS maps</p> <p>use fieldwork to record & explain areas</p>	<p>Children will :</p> <p>create sketch books to record their observations</p> <p>to improve their techniques, in drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]</p> <p>to study a range of artist including – Clarice Cliff</p>	<p>Children will :</p> <p>use research& criteria to develop products which are fit for purpose and aimed at specific groups</p> <p>use annotated sketches, cross-section diagrams & computer-aided design</p> <p>analyse & evaluate existing products and improve own work</p> <p>use mechanical & electrical systems in own products, including programming</p> <p>cook savoury dishes for a healthy & varied diet</p>	<p>Children will develop age appropriate techniques in:</p> <p>dance,</p> <p>games</p> <p>gymnastics</p>	<p>Children through studying French will:</p> <p>listen & engage</p> <p>engage in conversations, expressing opinions</p> <p>speak in simple language & be understood</p> <p>develop appropriate pronunciation</p> <p>present ideas & information orally</p> <p>show understanding in simple reading</p> <p>adapt known language to create new ideas</p> <p>describe people, places & things</p> <p>understand basic grammar, e.g. gender</p>	<p>Children will :</p> <p>design & write programs to solve problems</p> <p>use sequences, repetition, inputs, variables and outputs in programs</p> <p>detect & correct errors in programs</p> <p>understand uses of networks for collaboration & communication</p> <p>be discerning in evaluating digital content</p>