

Mathematics

- Calculate a percentage of an amount.
- Add, subtract, divide and multiply decimals.
- Solve problems involving fractions, decimals and percentages.
- Find the mean average of given amounts.
- Use simple algebra, e.g. $2g + 3 = 11$.

To support your child at home:

- ❖ Find examples of mathematics in the 'real world', e.g. percentage reductions in a sale.

English

- Summarise the key point made in each paragraph of a given text.
- Describe how changing the vocabulary, grammar or punctuation in a text can alter its meaning.
- Spell words with silent letters, e.g. 'knight', 'psalm' and 'solemn'.
- Use colons and semi-colons in our writing.

To support your child at home:

- ❖ Encourage your child to play the games on Spelling Frame to revise the KS2 spelling rules.

Science

- Use the terms evolution and inheritance correctly.
- Describe how fossils can provide information about living things that inhabited the Earth millions of years ago.
- Identify how plants and animals adapt to suit their environment.

To support your child at home:

- ❖ See which animals and plants you spot on your walk to school.
Discuss the characteristics of the different species.

Year 6 Curriculum – Spring 1

In Year 6, we are learning to:

Physical Education

- Develop the range and consistency of P.E skills, especially in specific net games, e.g., Badminton.
- Play shots on both sides of the body and above their heads in practices and when the opportunity arises in a game.

To support your child at home:

- Encourage your child to try a different way of keeping active.

Topic - History

- Consider the motives for the Viking raids on Britain.
- Evaluate the impact the Viking raids had on the Anglo-Saxons.
- Understand how historians and archaeologists use evidence to interpret the past.

To support your child at home:

- ❖ To complete independent research using BBC Bitesize History.

Health and Relationships Education

- To know road safety rules.
- Make decisions involving money.
- Knowing how responsibility increases as we get older.

To support your child at home:

- ❖ Have conversations about money, including the important of saving and budgeting.

Computing

- Consider how to improve games.
- Look at how to code and program games.

To support your child at home:

- ❖ Encourage your child to discuss their favourite online games and how they could be programmed.

Art

- Create artwork of a cityscape.

To support your child at home:

- ❖ Research artwork of different architecture at home.



Theatre trip
to see The
Little
Mermaid.

Design and Technology

- Design a product with a purpose.
- Evaluate our products against our own design criteria.

To support your child at home:

- ❖ Find examples of masks from different cultures.

Religious Education

- To identify ways in which believers express their faith through involvement in activities within local communities.

To support your child at home:

- ❖ Encourage your child to reflect on their role as part of the local community.

Music

- To continue to learn and practise to play the ukulele.

To support your child at home:

- ❖ Practise using your ukulele at home.