

## English

We will be writing setting descriptions based on the graphic novel 'The Errand'. We will revisit the text 'The Explorer' by Katherine Rundell, to inspire us to write a narrative. We will develop our use of dialogue in writing, along with figurative language for effect.

Later we will look at and create our own Christmas poetry.

We will also continue to read 'The Explorer' and will compare this text to a similar novel: 'The Jaguar Trials' by Ruth Eastham. Furthermore, we will be reading the poem 'The Jabberwocky' to support guided reading tasks that will continue to develop the skills of retrieval, inference and summarising.

Throughout the term we will reinforce spelling strategies and vocabulary and encourage neat legible, joined up handwriting.

## Parent Information

In Year 6 our PE days will be Monday and Friday, children will need to come in wearing the appropriate PE kit.

Every week spellings will be sent home on Monday. These will need to be learnt for a spelling test the following week. Children will need to log into Times Table Rockstars every week and learn their set times tables for which they will be tested on at least once a week. Ensure children are reading independently and to another adult at least five times a week and ensure this is recorded in their homework planner. Children will need to complete a set homework project during the second half of the term.

In November, Year 6 will attend their residential visit to PGL, Liddington. We will also be taking part in 'Bikeability' later on in the month. We are also expecting to be able to invite children to continue swimming lessons after a swimming assessment.

## Music

We will be identifying more complex rhythm patterns in calypso music. Children will be exploring chords to create harmony.

## Year 6

### Autumn Term 2

*What impact has the Magna Carta had on Modern democracy?*

## Science

Evolution and classification – How did evolution happen? What is natural selection?

For science we will be investigating different theories of evolution by Darwin and Lamarck

We will be exploring the concept of natural selection and how Darwin drew his conclusions. Furthermore, we will investigate inheritance and explore which traits are inherited.

## RE

For RE, we will be studying the birth narratives of Jesus. We will find similarities and differences and consider how interpretation affects people's beliefs.

## Computing

Children will be creating algorithms to help control different variables. This will lead into creating a variety of self-coded games and quizzes using Scratch.

## Maths

In maths we will be looking at how to compare and order fractions, ensuring that we are able to recognise equivalent fractions. In addition, we will also look at strategies to add and subtract fractions.

We will also look at how to calculate percentages and find percentages of amounts.

Children will be solving problems involving time and will be working at interpreting timetables, as well as converting between 24 hour and 12-hour time.

We will work to become confident at identifying properties of shape, patterns of symmetry and how to reflect shapes accurately.

## History

Why does Parliament run the country and not the King?

For History, we will be exploring the creation of the Magna Carta and the reasons it was written. Furthermore, we will look at who King John was and his influence upon the creation of the document.

We will be discussing the impact the Magna Carta had on modern democracy and consider the importance of civil rights.

## PSHE

During PSHE we will be looking at how to respond and provide first aid in a variety of situations. Children will also explore how to stay safe in and around water, during our Water Safety unit of work.

## PE

Year 6 will develop their skills in gymnastics. This will include rolls, balances, and jumps. They will take part in activities to develop their skills in various invasion games.

## Design and Technology

We will be exploring textiles in D and T and looking at how to use running stitches to join fabric and create patterns.