

Mathematics

- * Revise and extend our knowledge of place value
- Use mental and written methods for addition and subtraction
- Writing methods for multiplication and division
- Arithmetic based mental maths
- Fractions, decimals and percentages
- Measuring
- Position and direction

Science

- Classification of living things.
- Classifying Critters
- Staying alive—going around in circles
- Staying alive—faster faster
- Staying alive—health, wealth and happiness.

Humanities

- Crime throughout the ages.
- How technology has helped in solving crimes.

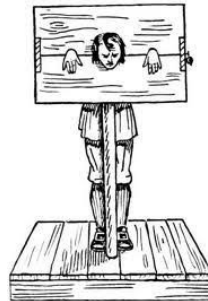
R.E.

- Jesus Christ, the Law Breaker
- Prophecy—the Magi

Art/DT

- Sketch real life lizards
- Design and create a clay lizard
- Sketching techniques
- Scaling
- Research portrait artists

This term we are learning about **Crime and Punishment**



Year 6 Autumn Term

Home Learning

- Children are expected to be reading at home at least 3 evenings a week.
- Practice the Year 5 & 6 spelling list.
- Master times tables up to x 12.

Computing

- Internet safety
- Researching technology which has helped solve crime.

English

- Apply knowledge of root words
- Identify and use word classes
- Identify and use advanced punctuation
- Identify and discuss themes and conventions in different text types
- Discuss and evaluate the use of language used by authors
- Plan, draft and write a series of genres
- Setting and character description
- Studying wartime poetry

P.E.

- To be able to control and pass a rugby ball confidently.
- To understand how and be able to keep possession in a game.
- Use skills with co-ordination.



**Ark Dickens
Primary Academy**