

In English we will be exploring and writing Science Fiction stories, diaries and monologues

We will be reading the novel 'Holes' by Louis Sachar.

In Science our unit is 'Electricity'. We will be exploring how the brightness of a bulb and volume of a buzzer is associated with the amount of cells. We will use recognised symbols when representing a simple circuit in a diagram. We will also be experimenting with the using on/off switches to turn components on/off.



Autumn 2

Year 6

In Geography our unit will be 'Hot, Cold, Wet and Dry'.

As part of this topic we will explore the weather in the UK and compare it with an area of Europe and North/South America. We will also learn about the different climate zones and the biomes that can be found in each climate zone.



In PE we will be continuing with our OAA unit, focusing on working together and leadership. We will also be learning how to play badminton.

In RE we will be focusing on Hinduism and the question: 'Is there one journey in life or many?'



In PHSE, we will be focusing on healthy lifestyles, coping with change and bereavement, where to seek advice when we need it and healthy relationships. We will also focus on anti-bullying.



In Maths we will be focusing on fractions, decimals and percentages. We will learn how to simplify fractions by finding common denominators. We will learn how to compare and order fractions on number lines, including those >1.

We will also focus on adding, subtracting, multiplying and dividing fractions using learned rules.

In Music our unit is 'A New Year Carol. We will be listening to and appraising the song 'A New Year Carol' by Benjamin Britten. Through the unit we will also be learning how to read and write musical notation and begin to look at composing and performing pieces of music.

In French we will be learning the French words for a range of grammatical terms, including articles, adjectives and nouns.

Orienteering Map Symbols: Answers	
1 Building	7 Open land
2 👝 🥙 Bushes	8 _ Play apparatus
3 Fence	9 O Tree
4 Footpath	10 Pond
5 Playground	11 Stream
6 × O Humanly-constructed	12 ···· Wall