#### **English**

- Understand how authors use language, including figurative language, and the impact it has on the reader.
- Summarise the main ideas of a text.
- Find key details and quotations as evidence to support my views.
- Use a range of strategies to find the meaning of words I don't know.

#### **Science**

#### Science - Evolution and Inheritance

- Recognise that living things have changed over time.
- Know the difference between inherited and environmental features and characteristics.
- Identify how animals and plants are adapted to suit their environments.
- Learn about the famous scientist Charles Darwin and his contribution to evolution and inheritance.
- Recognise that living things produce offspring of the same kind, but normally offspring vary and are not identical to their parents.
- Identify scientific evidence that has been used to support or refute ideas or arguments.

#### <u>RE</u>

- Consider the importance of marriage and making vows to some people.
- Develop own views on importance of marriage.
- Understand the symbolism of events in the ceremony of marriage.

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#### **Physical Education**

#### Outdoor - comparing abilities in sport

- Consider their own abilities in different sporting fields and compare with others.
- Work collaboratively.

#### **Mathematics**

- Solve addition and subtraction multi-step problems.
- Solve problems involving all four operations.
- Use estimation to check answers to calculations.
- Solve problems involving the calculation of percentages.
- Solve problems involving unequal sharing and grouping using knowledge of fractions and multiples.
- Solve problems involving similar shapes when the scale factor is known or can be found.

### Year 6

# Summer 1 Half Term

#### Music

Learn about how music impacts life in a variety of cultures.

#### <u>Art</u>

- Produce intricate patterns and textures in a malleable media.
- Use techniques, colours, tones and effects in an appropriate way to represent things seen e.g. brushstrokes following the direction of the grass, stippling to paint sand, watercolour bleeds to show clouds.
- Explain and justify preferences towards different styles and artists.
- Select ideas based on first hand observations, experience or imagination and develop these through open ended research.
- Describe the work and ideas of various artists, architects and designers, using appropriate vocabulary and referring to historical and cultural contexts.
- Use different techniques, colours and textures when designing and making pieces of work and explain his/her choices.
- Create intricate printing patterns by simplifying and modifying sketchbook designs.
- Follow a design brief to achieve an effect for a particular function.