## Year 6 Big Ideas Long Term Planning 2024-2025

	Year 6 Planning Overview				
	Autumn	Spring	Summer		
Topic title	A Child's War	Discovery and Exploration	My Heart in Mexico		
Drivers (past present future)	Past: What was the impact of WWII on the lives of children? Present: How is war impacting the lives of children today? Future: How can we protect future children from war?	Past:What discoveries were made when explorers first travelled the worldsPresent:Who are our modern-day explorers and where do they explore? (link to space y5)Future:Where will humans go next and how will we evolve?	Past:         What did we learn from the Mayans? (Pok-a-tok, chocolate, calendar, gods etc)         Present:         How has life changed for people from this area?         (Mexico)         Future:         The Mayans ended due to drought. How can we stop this from happening to others?		
Curriculum of Global Discovery drivers	Human Rights       Equity       Community & Healthy Minds & Global & Gl	<ul> <li>What can we do to help our environment? (icecaps)</li> <li>What are your aspirations? No limits</li> <li>Where might future exploration take us? What</li> </ul>	Image: Solution of the second seco		
UN Global Goal links	impact does this have on society (linking propaganda and social media)	topic) 5 tootra 6 totamate 9 tootra anduito 13 totat 14 tet 15 teta			
Charity Link	Royal British Legion				
Visit/ experience linked to the topic	National Holocaust Musuem and Centre - Nottingham Residential	West End Theatre – The Lion King & Natural History Museum	Warning Zone		

DISCOVERY

Overall outcome for topic (showcase) Hook	Presentation to parents thro to share the project and a do the impact of WWII on Bri children. Food Market Square – Slov	puble page spread on tish people especially	Create an animation to show evolution of man over time including how they think our bodies will evolve in the future – linking to <u>Study Models What The</u> <u>Human Hand Would Look Like If It Evolved For</u> <u>Gaming, Creates Nightmares (thegamer.com)</u> <b>Dr Jack Matthews – Geologist Visit to School</b>		Pop-up gallery showcasing topic.	
HOOK	from World War II		Di Jack Matthews – Geologist Visit to School		exploring key features.	
Key Text	Goodnight, Mister Tom Once How to Save A Tiger Rose Blanche Anne Frank Otto Autobiography of a Bea Letters from the Lighthouse Carrie's War The Lion and the Unicorn Our Castle by the Sea	ır	The Explorer Boy in the Tower Ice Trap Shackleton's Journey Inside the Beagle The Origin of Species Charles Darwin Around th Island Moth	e World Adventure	Wonder Pig Heart Boy Some Places more than others Rain player The Maya Infographics The Chocolate Tree The Great Kapok Tree The Corn Grows Ripe The History Detectives: Mayan Civilisation	
English/Phonics	Newspaper – World War II a Historical Narrative (Lion an Discussion on Endangered a Tiger?)	d the Unicorn)	Diary (Lion and The Unicorn) Suspense Story – Rose Blanche Journalistic Report - Ernest Shackleton (Shackleton's journey) Charles Darwin/Anne Frank Biography		Persuasive letter (Little Freak Literacy Shed) Non-Chronological Report - Heart Poetry (Some place more than others) Drama - Production	
Writing Purposes	Writing to ente	Writing to inform				
Mathematics White Rose Maths	Place Value Addition, Subtraction, Multiplication and Division Converting Measurement	Fractions	Ratio Algebra Decimals	Fractions, Decimals and Percentages Area, Perimeter and Volume.	Shape Statistics	SATs Consolidation Projects

	Block 1	History – World War II Impact on History.	Geography – How Shackleton's journey impacted Discovery and Exploration.	History – Ancient Mayan Civilisation	
	Subject Outcome 1	To create a double page spread on the impact of WWII on British people especially children.	Using world maps to make a biome to accurately represent a habitat	Video presentation as a Mayan to explain why my civilisation ended (drought) and how we can help others today	
	Block 2	Science – Light & Electricity – Using materials to block light and recognise different theories.	Science – Evolution – Impact of Darwin.	Science – Animals including Humans – The Heart and Circulatory System.	
	Subject Outcome 2	Blackout link: make a Wartime searchlight using knowledge of circuits and the theory of light travelling in a straight line	Presentation: impact of Darwin on our lives today and evolution.	The heart and circulatory system double-page spread of the heart including dissection.	
	Block 3	D&T – Healthy and Balanced Diets	Science – Living things and my habitats <u></u> – To create a branching database on living things.	Geography – All About Mexico!	
	Subject Outcome 3	Make a Wartime meal based on rationing rules (e.g. Lord Walton's Pie)	Double page spread: Why do animals choose to live in certain environments and how they are adapted to survive their links to different continents and countries.	Create a Sway travel leaflet to persuade people to come to Mexico.	
	Block 4	Art World at War project An art learning journey in sketchbooks demonstrating research and experimentation. A war propaganda poster A realist wartime landscape inspired by the official war artists we have explored	Art Discovery and exploration- illustrations An art learning journey in sketchbooks demonstrating research and experimentation. Create a series of sketches linked to Charles Darwin's animals. Create a book cover illustration for 'On the Origin of Species'.	Art Dia de Mertos An art learning journey in sketchbooks demonstrati research and experimentation. Create a series of sketches linked to Frida Kahlo, Jean-Mich Basquiat and the images found in Mexico connected to D of the Dead. Create a felt sugar skull with stitched designs and embellishments.	
	Subject Outcome 4	To create a propaganda poster alongside a wartime sketch of an evacuee.	To recreate Charles Darwin's 'Origin of Species'.	To look at artist 'Jean-Michel Basquiat' to recreate his famous images connected to Day of the Dead.	

focus Subjects

Lessons (Taught Weekly)						
RE	U2.2 creation/Fall – Creation and Science: Conflicting or complimentary?	U2.11 Why do some people believe in God?	U2.7 Why do Hindus try to be good?	U2.5 Gospel – What would Jesus do?	U2.6 Salvation – What did Jesus do to save human beings?	U2.12 How does faith help people when life gets hard?
PSHE	Rights, Rules and Responsibilities RR56	My Emotions ME56 Anti-bullying AB56	Working Together WT56 Financial Capability FC56	Relationships & Sec Education RS6	Managing Risk & Safety MSR56	Digital Lifestyles Managing Change MC56
PE	Dance	Gymnastics	Tag Rugby	Badminton	Athletics	Cricket
Music	Rhythm and Pulse To maintain a strong rhythm and pulse and recognise different timings.		Music Technology To use a variety of technology and devices when creating and playing music.		Voice and pitch To experiment with, perform and refine sounds made by voice.	
Computing	Computing systems and networks -Communication - Unit 1 Pupils investigate different methods of communication, before focusing on internet- based communication. Finally, they will evaluate which methods of internet communication to use for particular purposes.	Creating Media – 3D Modelling – Unit 2 . Learners will progress to making accurate 3D models of physical objects, such as a pencil holder, which include using 3D objects as placeholders. Finally, learners will examine the need to group 3D objects, then go on to plan, develop, and evaluate their own 3D model of a photo frame.	Creating Media – Web Page Creation – Unit 3 Learners identify what makes a good web page and use this information to design and evaluate their own website using Google Sites. Throughout the process learners pay specific attention to copyright and fair use of media, the aesthetics of the site, and navigation paths.	Data and Information – Spreadsheets - Unit 4 Learners will use spreadsheets to plan an event and answer questions. Finally, learners will create graphs and charts, and evaluate their results in comparison to questions asked	Programming A – Variables in Games – Unit 5 Pupils will use variables to create a simulation of a scoreboard. In Lessons 2, 3, and 5, which follow the Use-Modify-Create model, pupils will experiment with variables in an existing project, then modify them, then they will create their own project. In Lesson 4, pupils will focus on design. Finally, in Lesson 6, pupils will apply their knowledge of variables and design to improve their game in Scratch.	Programming B – Sensing - Unit 6 The unit begins with a simple program for learners to build in and test in the programming environment, before transferring it to their micro:bit. Learners then take on three new projects in Lessons 2, 3, and 4, with each lesson adding more depth.