

Year 6 Curriculum Newsletter Term 3



Learning Journey – History, Geography, Science & Art

This term the children will be answering the question, 'How do we know what happened to the Titanic?' This learning journey will incorporate the children's history, science and DT learning. In history the children will be looking at chronology and where in history the sinking of the titanic took place. They will also explore the passengers migrating on the Titanic and the impact the Titanic sinking had on the world.

Alongside this learning, the children shall be using their science skills to plan a scientific enquiry around floatation and their DT skills to develop their stitching skills and design a waistcoat.









RE

Is anything ever eternal?

This term the children are learning to evaluate different beliefs about eternity and to understand the Christian perspective on this.

Music New Years Carol



This term Year 6 will listen and appraise **A New Year Carol** and some more of Britten's Friday Afternoons songs with their cover versions. They will take part in musical activities and sing and perform the song.

PSHE

Our SCARF unit this half term is **Keeping Myself Safe**. We will be learning about; the importance understanding the effects of drugs and alcohol and what is considered safe and legal. We shall also be exploring how to keep ourselves safe online.

Themed Book Suggestions

- Stephen Davies Survivor Titanic
- Lindsay Littleson The Titanic Detective Agency
- Usborne Climate Crisis for Beginners
- Scholastic If you were a kid aboard the Titanic

Computing

Programming A – Variables in games

This unit explores the concept of variables in programming through games in Scratch. Children will find out what variables are and relate them to real-world examples of values that can be set and changed. Then they use variables to create a simulation of a scoreboard. In Lessons 2, 3, and 5, which follow the Use-Modify-Create model, learners experiment with variables in an existing project, then modify them, before they create their own project. In Lesson 4, learners focus on design. Finally, in Lesson 6, learners apply their knowledge of variables and design to improve their

PΕ

games in Scratch.

Year 6 will be focusing on **Gymnastics** skills this term in PE. Pupils will use their knowledge of compositional principles when developing sequences. They will build trust when working collaboratively in larger groups, using formations to improve the aesthetics of their performances. Pupils will be given opportunities to receive and provide feedback in order to make any improvements.