

English

Playscripts
Reading the book 'A candle in the dark'
Reflections
Points of view
Active and passive voice
Expanded noun phrases
Job applications
Interview techniques
Travel journal
Drama productions

Title

Evolution

Term

Summer

Class

6D & 6W

Maths

Ratio
Graphs & Averages
Converting units of measure
Geometry, position and movement
Angles and shapes
Word problems

Science

Evolution
Charles Darwin
Alfred Wallace
Survival of the fittest
Adaptations
Fungi growing
Animal kingdom
Species and habitats in decline
Insects
Peregrine falcons
Sustainable development goals

Geography/History

Looking at maps & atlases
Using OS symbols and co-ordinates
Industrial Yorkshire Societal systems
Saltaire aModel village
Mining communities
Human geography
Currency
Sustainable tourism
Trading game resources and tool distribution

Music

Developing class performances of pupils' own songs, based on plastic pollution using instruments and voices

MFL

Negative form.
Reflexive verbs.
Talking about Technology: PCs, mobile phones and video games.
At the doctor: higher level conversation.
La musique française.

Computing/ICT

E-Safety - Use technology safely ; respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact
Programming - Design, write and debug programs that accomplish specific goals; solve problems by decomposing them into smaller parts
- Use sequence, selection, and repetition in programs; work with variables and various forms of input and output
IT - Create content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information

PE

Waltz set dance and variations
Creating dance in groups choreography
Country dancing techniques and set dances
Games - Tennis
Swimming

Art/DT

Concentric circle patterns
David Hockney
Insect sculptures
Architecture project

PSHE / RE

Fasting in different religions
Micro-society
Humanists
Fairtrade
Societal health
Gardening
Enterprise
Applying for jobs
Trading game