

This term we are focusing on our 'Being Healthy' school value.

In Maths, children will learn how to:

- Associate a fraction with division and calculate decimal fraction equivalents (e.g. 0.375) for a simple fraction (e.g. 3/8)
- Identify the value of each digit in numbers given to 3 decimal places and multiply and divide numbers by 10, 100 and 1,000 giving answers up to 3 decimal places
- Multiply one-digit numbers with up to 2 decimal places by whole numbers
- Use written division methods in cases where the answer has up to 2 decimal places
- Recall and use equivalences between fractions, decimals and percentages, including in different contexts



Our Key Text this term is: Room 13

In Reading, children will learn how to:

- Identifying and discussing themes and conventions in and across a wide range of writing
- Discuss and evaluate how authors use language, including figurative language, considering the impact on the reader

In Writing, children will learn how to:

- Plan their writing by identifying the audience for and purpose of the writing, selecting the appropriate form and using other similar writing as models for their own.
- Propose changes to vocabulary, grammar and punctuation to enhance effects and clarify meaning.



Creative Curriculum:

In Geography, children will learn about:

- Sustainability of the Earth's resources.
- Renewable and non-renewable energy.
- How we produce energy.
- How cities become 'green'.

In D&T, children will learn about:

- Discussing whether a structure is fit for purpose.
- Researching, planning, designing and constructing an Egyptian Pyramid.

In Science, children will learn about:

- Diet and lifestyle.
- The effect of exercise on the muscles.
- The importance of maintaining a healthy diet.
- The definition and use of medicinal drugs.

Curriculum and Learning Map

Year 6 - Spring 1

"Room 13"

Love children, love learning.



Other information:

SPELLINGS (Set every Friday): Spellings are available weekly on SeeSaw. Please encourage your child to practice these.

HOME LEARNERS: Please do not hesitate to get in touch with Miss Ford or Mrs Bishop via SeeSaw should you experience any difficulties accessing the online resources or require additional support with completion of the activities.

All pupils should be able to log on to TTRockstars to practice their times tables.

READING Please remember to read books every week alongside signing of the reading record weekly. Additionally, here is the link the Oxford Owl online resource:

<https://www.oxfordowl.co.uk/login?active-tab=students>

Class or student username: tyear5+6
Password: reading

Physical Development Days: Pupils IN school

INDOOR PE: Both classes - Monday PM

OUTDOOR PE: Both classes - Monday PM

Please make sure that your child wears a full PE kit to school on the day as stated above. Outdoor PE- Navy or black jogging bottoms with a navy or black sweatshirt. Indoor - Navy t-shirt with navy or black shorts. Outdoor learning - long sleeves and trousers with suitable outdoor footwear or wellies.

For safety reasons **NO** earrings can be worn during PE lessons. If your child wears earrings they will need to be able to remove them independently before the lesson. If they cannot remove them, we ask that they do not wear earrings on PE days so that they can participate fully in the lesson.

For any further information please do not hesitate to contact us:

Tel: 01827 213 855

Email: office@twogates.staffs.sch.uk

Follow us on Twitter! @2gatesprimary

In PSHE, children will learn about:

- What it means to reduce, reuse and recycle.
- The importance of recycling household items and the process which follows at the recycling centre.
- How a landfill site operates.
- Biodiversity and ecosystems.
- Deforestation.

In RE, children will learn about:

- The origins of Hinduism.
- How Hinduism came to be a world-wide religion.
- How Dharma influences the way in which

In Computing, children will learn about:

- Using a device.
- The features of an effective video.
- Importing and editing video.
- Evaluating a video.