

This term we are focusing on our 'Sense of Belonging' 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: Kensuke's Kingdom



In Reading, children will learn how to:

- Draw inferences such as inferring characters' feelings, thoughts and motives from their actions, and justifying inferences with evidence.
- Predict what might happen from details stated and implied.
- Identify how language, structure and presentation contribute to meaning.

In Writing, children will learn how to:

- Note and develop initial ideas, drawing on reading and research where necessary.
- Propose changes to vocabulary, grammar and punctuation to enhance effects and clarify meaning.

Curriculum and Learning Map

Year 6 - Autumn 1

"Kensuke's Kingdom"

Love children, love learning.



Other information:

Please encourage your child to complete their homework each week.

SPELLINGS:

Your child will bring home a weekly spelling list every **Monday** to learn, in preparation for a test on the following Monday.

MATHS or ENGLISH:

Homework will be accessible on SeeSaw every **Monday** and should be completed by the following Monday.

READING:

Please remember to read books with your child every week and write in your child's reading record. Records will be checked and books changed every **Monday**.

ONLINE LEARNING

play.ttrockstars.com/auth/school/student/29225

www.oxfordowl.co.uk/login?active-tab=students
username: tgyear5+6 Password: reading

Physical Development Days: Pupils IN school

INDOOR PE: Tuesday AM (Swimming for identified children)

OUTDOOR PE: Both classes - Friday PM

Please send your child into school in their required kit on the above days. Please ensure your child is sent in clothing suitable for the **whole** school day (dark blue or black bottoms and jumper). They shall be outside for playtimes and lunchtime as normal. Strictly **no** football kits or crop tops.

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:

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Follow us on Twitter! @2gatesprimary

Creative Curriculum:

In History, children will learn about:

- the legacy of the Ancient Greek empire including: Alexander the Great; key places and events.

In D&T, children will learn about:

- how to investigate and analyse a range of existing products.
- apply their understanding of how to strengthen, stiffen and reinforce more complex structures.

In Science, children will learn about:

- How living things have changed over time and that fossils provide information about living things that inhabited the Earth millions of years ago.
- How living things produce offspring of the same kind, but normally offspring vary and are not identical to their parents.
- How animals and plants are adapted to suit their environment in different ways and that adaptation may lead to evolution.

In PSHE, children will learn about:

- Recognising their worth as individuals.
- Democracy (British Value) and how it can apply to a school setting.

In RE, children will learn about:

- Stories of creation for different religions including Christianity and Hinduism.
- Why stories about creation are important to different faiths
- Being respectful and tolerant (British Values) of other views.
- Comparing different creation stories and

In Computing, children will learn about:

- Developing an interactive game.
- Designing characters and backgrounds.
- Creating a working prototype.
- Editing and improving their game based on peer and teacher feedback.