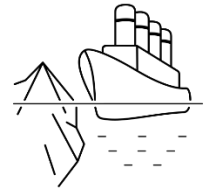




Year 6

Curriculum Newsletter

Term 3



Learning Journey – History,, 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. Along side this learning the children shall be using their scientific skills to look at icebergs and buoyancy and their DT skills to design, make and evaluate a waistcoat, similar to those worn aboard the Titanic



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 games in Scratch.



PE

Year 6 will be focusing on **Dance** skills this term in PE. They will be looking at Pupils will focus on developing an idea or theme into dance choreography. They will work in pairs and groups using different choreographing tools to create dances e.g. formations, timing, dynamics. Pupils will have opportunities to choreograph, perform and provide feedback on dance.

