

Year 6

Autumn 1



Maths:

Place Value



- To read, write and understand numbers up to 10 million.
- To compare and order any numbers
- To round any number
- To use and understand negative numbers

Operations

- To add and subtract whole numbers with more than 4 digits
- To use inverse operations
- To multiply up to 4 digits by a two digit number
- To use short division
- To use long division
- To know and use factors, multiples and prime numbers
- To know and use square and cubed numbers
- To order calculations
- To use mental calculations for estimating

PE:

- To develop football skills
- To developing skills to work as part of



English

Autobiographies



- To write a poem about me using conjunctions
- To plan and write an autobiography using modal verbs, past tense and drop in clauses.
- To write in paragraphs by using time conjunctions or key events
- To edit and improve.

Narrative—The Arrival

- To write a diary entry
- To write a character description using ambitious verbs and adverbs.
- To write a setting description using passive voice.
- To write a diary entry



Science

Animals including humans



- Demonstrate prior knowledge of systems within the human body
- Explain the specific functions of the lungs in the circulatory system.
- Understand the processes of how water and nutrients are transported in the body.
- State the beneficial impact of a healthy diet and exercise on the human body.
- Describe how smoking cigarettes impacts negatively on the body.
- Decide on the most appropriate type of investigation for their question.
- Take repeat readings if necessary and report the degree of trust they have in their results.

Topic—History:

Crime and Punishment

- Discuss and understand some of the key facts about punishments that were used during the Roman, Anglo-Saxon, Tudor and Victorian times



RE:

Creation Stories

- To learn about a range of creation stories from world religions, less known or extinct religions, as well as different cultures.
- To sequence, compare and contrast

