

Extended Writing Opportunities

- Explanation linked to Science / RE
 - Description – setting
 - Narrative – Characters and descriptive vocabulary
 - Persuasion
 - Personification ‘I am electricity’
- ### English Writing Opportunities
- Description – personification
 - Dialogue included within narrative
 - Story

Science

- Build a circuit to test materials to identify conductors and insulators
- Build a circuit to investigate the impact of the cells within the circuit
- Predict, investigate and explain the compare and give reasons for variations in how components function, including the brightness of bulbs, the loudness of buzzers and the on/off position of switches
- Develop understanding of symbols

Humanities Focus: Geography

- Explore compass and how they work
- Use compass directions to move
- Use compass references to locate places in the world
- Understand the purpose of a grid reference
- Use grid references to locate places
- Use maps and ordnance survey maps to develop locational awareness – find places in the UK

Computing (E Harvey)

- Look at internet safety. Focus on personal and legal consequences, cyberbullying and grooming.
- use the iPads to create an advert for a new toy (DT) using imovie
- Research what is on the market and how they are advertised/marketed.

Topic:
‘It’s Electric!’

Term: Autumn 1

Year 6



Text(s):

Percy Jackson and the Lightning Thief

Hook

‘Electricity’ from Billy Elliot
Playing games using electricity such as Operation



PSHCE

- Explore different relationships (friends, families, couples, marriage, civil partnerships)
- Discuss vocabulary of positive and healthy
- Link vocabulary to relationships
- Sort actions within a relationship which make it positive or negative
- Think about what makes a good friend, good relationship – actions of others and consequences

P.E
Athletics

R.E– have knowledge, understand, explain and connect

To find out what we can learn about religious diversity in our local area.

Music

Learn song for topic. Listen and identify instruments within a piece of music

Creativity Focus: Design and Technology

- Design and build an interactive game based on locating places in the United Kingdom including key components.
- Evaluate games already on the market
- Explore how they are made and the use of a circuit within them
- To design their own game
- To make changes based on evaluation
- To build games
- To evaluate game based on outcomes and focus