Expressive Arts

Exploration through and of the Expressive Arts deepens our artistic knowledge and contributes to our understanding of identities, cultures and societies

Music- Guitar Art -Printing Drama/Oracy— Debate about use of mobile phones in school

Science and Technology

Design thinking and engineering are technical and creative endeavours intended to meet society's needs and wants.

Electricity

How do I draw a scientific diagram of acircuit?

How does voltage in a circuit affect thebrightness of a bulb?

How do I plan a fair test experiment to investigate variations in how components function?

How do I write a conclusion for myinvestigation?

What is renewable and non-renewable energy?

Light

How does light travel?

Which materials make the best reflectors? How does the eye work?

How do shadows change during the day? Why do objects look different in water?

How do mirrors work?

Working Scientifically—how do we make a bulb brighter or a buzzer louder?

<u>Maths</u>

-The number system is used to represent and compare relationships between numbers and quantities.

ment or our mental/physical

Year 6

Decimals, Fractions, Decimals and Percentages

Health and Well-being

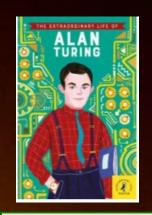
How we engage with different social influences shapes who we are and our health and well-being. **PE**—Swimming, Gymnastics, Dance

Humanities

Developing an enquiring mind enables learners to explore and investigate the world, past, present and future, for themselves.

Chronological awareness of development of light and electricity understanding by mankind





Literacy, Language and Communication Literature fires imaginations and inspires creativity Anchor book: Women in Science and Scientists Saving the World

Learners who speak and write effectively are prepared to play a full part in life and work

Writing to inform—debate Should mobile phones be allowed in school?

Learning about identity and culture through languages prepares learners to be citizens of the world

> **Specialist lessons:** EAL, French, German

Computing Coding using SCRATCH—