

Medium Term Planning	Learning Journey Map		Term: Autumn 1	Weeks: 7
Mapping curriculum content-knowledge and skills; creating cross curricular links; generating learning opportunities; composing the bigger picture				
Inspire awe and wonder Use stimuli to motivate and inspire- visits, visitors, artefacts, books, videos, plays, role play etc.	Problem solving and thinking skills Creative thinkers; Real life challenge Risk taking; Resourcefulness; Enterprise Working collaboratively; Taking ownership of learning; Fostering and applying thinking skills Independent learners	Creative Arts Dance, Drama, Music, Art- developing the creative brain; Inspiration, enjoyment and fulfilment; Opportunity to enhance and develop skills/talent Performance, dedication and perseverance	Nurturing Responsible Citizens Thinking classroom/P4C; Emotional Intelligence Love for learning collaboratively; Care for the environment; Share talents in community; Make decisions; Links with community and local environment	
Poetry performance PGL/Activity Week PGL/Activity promo leaflet Respect Activity – role play Bikability Pluck	Maths logic puzzles Introduce brains Reflective thinking tree Scientific enquiry	Poetry performance Respect tree/garden Pointillism	PGL/Activity Week Bikability Values lessons – respect e-safety keeping safe hand	

YEAR 6 Title:
Ready, Steady, Go!

Key Curriculum Areas:
 Science, Art , Geography

Big Bang
 PGL/Activity Week

Geography-

- Understand geographical similarities and differences through the study of the human and physical geography of a region in the UK and a European country (Comparing Localities)
- Identify the geographical similarities / differences (human and physical) between the area of UK, and an area in European country
- Communicate using geographical vocabulary including physical and human features – link to animation dialogue
- Understand some of the reasons for geographical differences/similarities between countries
- Describe how locations are changing and explain the reasons why
- Describe how countries/regions are interconnected and interdependent
- Describe how the locality of the school has changed over time

School Trip/Special Events
 PGL and Activity Week
 Bikeability

Science – Animals including humans
 Describe the changes as humans develop from birth to old age
 Identify and name the main parts of the human circulatory system, and explain the functions of the heart, blood vessels and blood
 Recognise the impact of diet, exercise, drugs and lifestyle on the way their bodies function
 Describe the ways in which nutrients and water are transported within animals, including humans

Celebration
 Pointillism exhibition

Art - Pointillism
 Show how the work of those studied was influential in both society and to other artists (e.g. Monet, Picasso)
 Create original pieces that show a range of influences and styles
 Sketch lightly before painting and combining colour
 Combine colours, tone and tints to enhance the mood of a piece

English -

- Poetry, grammar, diary writing and persuasive writing
- Poetry – Discuss and evaluate how authors use language and consider the impact on the reader, learn and perform poetry by heart.
- Persuasive writing (advert for PGL/activity week) – Recognise how persuasive arguments are constructed to be effective, use TEEP, use passive voice, use formal language appropriately.
- Diary (from the perspective of a character)
- Guided Reading: daily sessions to develop reading and comprehension skills
- Spelling: Strategies to support spelling, suffixes, e.g. able-ible, hyphens, e.g. well-known
- Grammar: develop understanding of word classes, sentence structure and clauses.
- Handwriting: following PENPALS Programme for Handwriting (revising join, e.g. diagonal joins to ascenders - at)

Cross Curricular Links (writing opportunities)
 -Biography of a British inventor

PE – Dance

- Compose, perform and observe dances in a range of styles, working with partners and groups – taught key dancers in 20th century time periods e.g. Charleston, Jive & Disco
- Compose and perform a class dance
- Use a variety of compositional techniques to structure a whole dance

Maths

- Place value including decimals
- Decimals
- Measurements
- Addition, subtraction, multiplication and division
- Prime numbers
- Factors
- Multiples

Cross Curricular Links
 -Imperial measurements

Music
 -Harvest songs and creative work.

Computing

- Use remote controlled devices, programmable toys and on-screen objects, understanding and explaining the need for correct logical instructions and simulating 'live' issues (quickest route etc.) (CS)
- Use loops to increase programming efficiency; explain scale and efficiency in simulations. (CS)
- Understand how to write computer code, test and correct simple programming. (CS)
- Understand that a set of instructions can be written in advance and deployed later and explain why this may be desirable. (CS)
- Carry out independent research using a selection of search tools, selecting appropriate information for use in other applications and exploring a range of methods for capturing web-based material. (CS)
- Use loops, variables and conditions to increase programming efficiency. (CS)