

Tenterden Primary Federation Year 6 Term 3



History- What was life like in Tudor England?

I can extract information about Henry VIII from sources and explain and justify their interpretation of Henry VIII using evidence from sources.

I can make deductions from sources about Anne Boleyn, interpret historical sources and supporting interpretations with evidence.

I can use sources to make deductions about Henry VIII's wives and use evidence to support deductions, evaluating which of his wives best met his requirements.

I can identify primary sources, highlighting evidence in a source and make historical deductions from evidence.

I can select the relevant evidence required from sources and recreate Elizabeth's entrance into Worcester.

I can make deductions using inventories and making judgements as to whether a person was rich or poor.

Science: Living Things-The Human Body

I can explain the functions of the skeleton and name the bones I can explain the function of the circulatory system and name its component parts

I can name and explain the function of many organs in the human body I can explain the impact of diet and exercise on the body

PE - Basketball and Swimming

To dribble with control under pressure.

To move into and create space to support a teammate. To choose when to pass and when to dribble.

To use the appropriate defensive technique for the situation.

To develop shooting technique and make decisions about when to pass, dribble or shoot.

To apply principles, rules and tactics to a tournament.

To communicate with others

To show Support and encouragement to others

To demonstrate determination

To demonstrate creative thinking and decision making

<u>Dynamics</u>, <u>pitch and texture</u> (<u>Fingal's Cave</u>)

To appraise the work of a classical composer (Felix Mendelssohn).

To improvise as a group, using dynamics and pitch.

To improvise as a group, using texture.

To use knowledge of dynamics, texture and pitch to create a group composition.

To use teamwork to create a group composition featuring changes in texture, dynamics and pitch.

Computing- Programming A-Variable in games.

To define a 'variable' as something that is changeable. To explain why a variable is used in a program. To choose how to improve a game by using variables. To design a project that builds on a given example. To use my design to create a project. To evaluate my project.

PSHE - Citizenship

Learning about environmental issues relating to food.

Discussing how education and other human rights protect us.

Identifying causes that are important to us.

Discussing how people can influence what happens in parliament.

Discussing ways to challenge prejudice and discrimination. Identifying appropriate ways to share views and ideas with others.

RE - What would Jesus do?

I can identify features of Gospel texts (for example, teachings, parable, narrative).

I can suggest meanings of Gospel texts studied, and compare their ideas with ways in which Christians interpret biblical texts, showing awareness of different interpretations.

I can make clear connections between Gospel texts,

Jesus' 'good news', and how Christians live in the Christian community and in their individual lives.

I can relate biblical ideas, teachings or beliefs (for example, about peace, forgiveness, healing) to the issues, problems and opportunities of their own lives and the life of their own community in the world today, offering insights of their own.

In My French House

To describe houses in French.

To write a description of a house in French.

To use prepositions to describe the position of items in the bedroom.

To use prepositions to describe the positions of objects in the bedroom.

To write a letter describing my home.

DT

To understand that the mechanism in an automata uses a system of cams, axles and followers.

To understand that different shaped cams produce different outputs. To know that an automata is a hand-powered mechanical toy.

To know that a cross-sectional diagram shows the inner workings of a product.

British Values Focus: Democracy