

## English

### SPaG

**Revision of word classes:** nouns, pronouns, verbs, adverbs, adjectives, connectives, conjunctions, prepositions, synonyms and antonyms.

**Punctuation:** commas for lists and to mark clauses; apostrophes; question marks and exclamation marks; colons and semi-colons; brackets and hyphens.

**Spelling:** Plurals, double letters, silent letters, verb endings, antonyms.

**Writing:** Revision of all genres

**Initial Stimulus/Visit:**  
Film showing life in a Viking village

### Religious Education

- Prayer in the lives of followers of Christ
- Belonging to the Church community

### PSHE

- Knowing that I am responsible for my own learning.
- Overcoming obstacles to reach my goals.
- Persevering when I need to.
- The consequences of my choices.

## Mathematics

### SATS Revision

- Place value and number operations.
- Square and Prime numbers.
- Long multiplication and division.
- Fractions of shapes and numbers, equivalent fraction, adding and subtracting fractions.
- Decimals: addition, subtraction, ordering.
- Percentages of numbers and money.
- Probability and algebra.
- Ratio and proportion

## Science: Electricity

Pupils will:

- Understanding the digestive system
- Investigating pulse rate
- Understanding teeth

## Year 6 Spring Term Theme 3

**Were the Vikings always vicious and victorious..?**

### Physical Education

- Invasion Games - Gaelic Football
- Netball
- Fitness – Cardiovascular and aerobic exercise
- Dance – Visual stimuli.

### Art and DT

- Design and create 3D Viking shield
- Sketching 3D hands and other structures.
- Design an artefact for a specific outcome.

### History / Geography

- Why did the Vikings come to Britain..?
- Where else did the Vikings go and how did they get there ?
- What was life like for an 11 year old Viking child?

### Computing

- We are App developers
- Present a design for an app
- Begin to build app
- Coding

### Music

- New music scheme developing musical knowledge and singing together.
  - A New Year Carol
  - Benjamin Britten