

Geography/History

Learning about the following;

- Ordnance Survey maps of Hatfield.
- Reading 6 figure grid references.
- Use census data to build up a picture of Hatfield during the past 100 years.
- Comparing OS maps from today and 100 years ago.
- Sustainability and how to reduce our carbon footprint.

Literacy

This term we will be revising a range of genres and their characteristics. This will include creative fictional writing (story writing) as well as various non-fiction genres (non-chronological reports, fact files, adverts, posters, etc.). We will also be undertaking a novel study of Eye of the Wolf.

Year 6 Summer Term

Hatfield — past, present and future

Mathematics

Pupils will be consolidating their methods of calculation and applying these to worded problems and mathematical investigations. We will be reviewing their understanding of angles, time, measure, ratio and graphs.

Physical Education

- Athletic skills focus: track, field and throwing events.
- Cricket and rounders: developing striking and fielding techniques.

Music

- Learning about inspirational British Women, from different cultural backgrounds who have expressed themselves through music.
- Create lyrics and set them to a beat and perform.

Science

Learning about the following: the human circulatory system.

- The function of the heart and how blood flows around the body.
- How to keep bodies healthy and how their bodies might be damaged – including the effect of some drugs and other substances on the body.

Art / Design and Technology

- Developing skills of how to draw faces.
- Show expression using the medium of clay in a sculpture.
- Designing and creating an electrical game with different components.

RE / PHSE

- Pupils will explore about belief in life after death and what motivates us to lead a good life.
- Jigsaw (PHSE) will focus on mental health as well as relationships and sex education.

Spanish

- Learning about food and drinks that are good for your health.
- Use vocabulary linked to activities which form a healthy lifestyle.

Computing

- Use Scratch and Microbit to show how we can change variables in programmes in order to design and improve a game.