



Year 6 Spring Life Breaks Free



Geography	
Knowledge	Skills
Describe and understand key aspects of physical geography: including volcanoes and earthquakes.	Explain and present the process of volcanoes and earthquakes.

History	
Knowledge	Skills
n/a for this topic	n/a for this topic

<u>Hook/Celebration</u>
Court Role-Play Kidzania Residential

<u>Whole School Events</u>
STEM Week, Wellbeing Week Online Safety Week World Religion Day

<u>Stand Alone Subjects</u>
PSHE —Jigsaw Music —Charanga PE — Archery, Netball, Basketball, Tennis. RE —What matters most to Christians and Humanists? Science — Evolution and Inheritance; Living Things and Their Habitats. Computing —Data Handling and Multimedia.

<u>Key Texts</u>
Pig Heart Boy Floodland The Giant’s Necklace Alma (Digital Text)

Art & Design	
Knowledge	Skills
To improve their design techniques, including drawing, painting and sculpture with a range of materials.	Skills for drawing (using digital media): Record, collect and store images using digital cameras and video recorders. Present visual images using software. Use a graphic package to create and manipulate their images. Be able to import and image into a graphics package. Understand that a digital image is created by layering. Understand that a digital image is created by layering. Create layered images from original ideas (sketch books). Use relevant examples of work to develop interpretation and evaluation when considering how to inform their own creative decision making. To understand why artists such as Warhol and designers work in the way they do and use to make own decisions on own creative actions.
To learn about great artists, architects and designers in history:	Skills for drawing (portraits): Through observation draw a portrait. To return to portrait and improve accuracy and detail. Develop use of the effect of light on people from different directions. Can convey tonal qualities well, showing good understanding of light and dark on form. Independently selects and effectively uses relevant drawing materials and processes, using them successfully and sharing reasons for their choices. Increased accuracy in the use of scale, proportion and perspective. Drawing of people and in particular faces, more accurate and abstract. To develop portrait skills through perspective, side angle, using all skills from previous year groups. To use abstract media through digital media (Banksy inspired). Use work of Banksy to introduce the idea of tertiary colours (primary + secondary) and harmonious colours.
Henry Moore, Banksy, Andy Warhol	Artist Study: Use relevant examples of Banksy and Warhol to develop interpretation and evaluation when considering how to inform their own creative decision making. To understand why artists and designers work in the way they do and use to make own decisions on own creative actions.

Design & Technology	
Knowledge	Skills
Investigate and analyse a range of existing products. Select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately. Select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities.	Evaluate their products, identifying strengths and areas for development, and carrying out appropriate tests. Select appropriate tools, materials, components and techniques. Assemble components make working models. Use tools safely and accurately. Construct products using permanent joining techniques. Make modifications as they go along. Achieve a quality product.