

Wood End Primary School

Class plan - Otter Class Cycle A



Maafa **History**

Companions

- Tints, Tones and Shades (Y6) **Art and design**
- Food for Life **Design and technology**
- Our Changing World **Geography**
- Circulatory System **Science**
- Trailblazers, Barrier Breakers **Art and design**

Planned term

A1 Maafa Trailblazers A2 Our Changing World Tints, Tones and Shades Food for Life

Science

A1 - Circulatory system A2 - Electricity

Power of Reading

Freedom - Catherine Johnson. Floodland - Marcus Sedgwick

Memorable experience

Exploring Africa today. [Food for Life] - Exploring processed foods. [Trailblazers, Barrier Breakers] - Exploring trailblazers

Innovate challenge

Inspirational black Britons. [Food for Life] - Designing and making a healthy meal. [Trailblazers, Barrier Breakers] - Inspired artwork

English

Newspaper reports; Persuasive letters; Non-chronological reports; Acrostic poems

Mathematics

A1 Place Value Four Operations A2 Fractions A/B Converting Units Enterprise Week

Religious education

A1 - Parinirvana (Buddhism) A2 - Sunday (Christianity)

Geography

Africa – countries, land use, natural resources, location, settlements, population, climate and physical features. [Our Changing World] - Features of Earth including the Arctic and Antarctic Circles; Time zones, Latitude and longitude; Map scale; Grid references, contours and symbols; Climate change, extreme weather and people; Worldwide trade; Natural resource management; Road safety; Fieldwork; Settlement patterns; Local enquiry

Computing

A1 -Online Safety and Evaluation Digital Content A2 - Digital Literacy - Microsoft Word/PPT

Art and design

[Tints, Tones and Shades (Y6)] - Colour theory; Colour wheel; Mixing tints, shades and tones; Landscapes. [Trailblazers, Barrier Breakers] - Significant black artists; Analysing artwork; Creating artwork with meaning

Design and technology

[Food for Life] - Whole foods; Processed foods; Making healthy meals; Hygiene and safety

History

Ancient African kingdoms; Development of the transatlantic slave trade; Britain's role in the slave trade; Human impact; Everyday life on plantations; Rebellion and marronage; Causes and consequences of the abolition of the slave trade and slavery; Colonisation of Africa; Black people in 20th century Britain; Race Relations Act; Equality Act; Significant black Britons; Multiculturalism

Music

Happy Classroom Jazz 2

RSHE

Families and friendships Safe relationships Respecting ourselves and others

Physical education

Football Forest Schools



Y6 WRM – Autumn (v3.0) **Mathematics**

Mathematics

Block 1: Number – Place value; Block 2: Number – Addition, subtraction, multiplication, and division; Block 3 and 4: Number – Fractions; Block 5: Measurement – Converting units



Tints, Tones and Shades (Y6) **Art and design**

Art and design

Colour theory; Colour wheel; Mixing tints, shades and tones; Landscapes



Food for Life **Design and technology**

Memorable experience

Exploring processed foods

Innovate challenge

Designing and making a healthy meal

Design and technology

Whole foods; Processed foods; Making healthy meals; Hygiene and safety



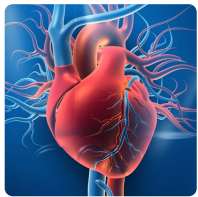
Our Changing World **Geography**

Power of Reading

Collins Junior Atlas - Stephen Scoffham and Collins Kids

Geography

Features of Earth including the Arctic and Antarctic Circles; Time zones, Latitude and longitude; Map scale; Grid references, contours and symbols; Climate change, extreme weather and people; Worldwide trade; Natural resource management; Road safety; Fieldwork; Settlement patterns; Local enquiry



Circulatory System **Science**



Trailblazers, Barrier Breakers **Art and design**

Memorable experience

Exploring trailblazers

Innovate challenge

Inspired artwork

Art and design

Significant black artists; Analysing artwork; Creating artwork with meaning



Frozen Kingdoms **Geography**

Companions

- Inuit **Art and design**
- Engineer **Design and technology**
- Electrical Circuits and Components **Science**
- Environmental Artists **Art and design**

Planned term

SP1 AND 2 Frozen Kingdoms Spring 1 - Environmental Artists Spring 2 - Inuit and Engineer

Science

SP1 - Living Things and their Habitats SP2 - Light

Power of Reading

Shackleton's Journey Wolf Brother

Memorable experience

Polar expedition. [Inuit] - Inuit art. [Engineer] - Bridges and engineers. [Environmental Artists] - Exploring environmental art

Innovate challenge

Discovering the Arctic. [Inuit] - My print. [Engineer] - Designing and making a prototype bridge. [Electrical Circuits and Components] - Designing and making programmable home devices. [Environmental Artists] - Creating environmental art

English

Non-chronological reports; Haiku poetry; Newspaper reports; Adventure narratives

Mathematics

SP1 Ratio Algebra Decimals SP2 Fractions, Decimals, Percentages Area, Perimeter, Volume Statistics

Religious education

SP1 - Bandi Chhor Divas (Sikhism) SP2 - Lailat al Miraj (Islam)

Geography

Arctic and Antarctic regions; Lines of latitude and longitude; Polar climates; Polar day and night; Polar oceans; Polar landscapes; Climate change; Natural resources; Indigenous people; Tourism

Computing

SP1 - Digital Literacy - Spreadsheets SP2 - Networks/Blogging

Art and design

[Inuit] - Printmaking; Carving. [Environmental Artists] - Environmental art; Recycled, reused and repurposed materials

Design and technology

[Engineer] - Significant engineers and bridges; Features of bridges; Strengthening techniques; Iterative design; Building prototypes. [Electrical Circuits and Components] - Sensors and monitoring; Designing and making home devices; Incorporating programming and circuits in products

History

Polar exploration; Significant people – Robert Falcon Scott; Ernest Shackleton; Significant events – Titanic

Music

A New Year Carol You've got a friend in me

RSHE

Belonging to a community Media literacy and digital resilience Money and work

Physical education

Dodgeball Dance



Y6 WRM – Spring (v3.0) **Mathematics**

Mathematics

Block 1: Number – Ratio; Block 2: Number – Algebra; Block 3: Number – Decimals; Block 4: Number – Fractions, decimals and percentages; Block 5 – Measurement – Area, perimeter and volume; Block 6 – Statistics



Inuit **Art and design**

Memorable experience

Inuit art

Innovate challenge

My print

Art and design

Printmaking; Carving



Engineer **Design and technology**

Memorable experience

Bridges and engineers

Innovate challenge

Designing and making a prototype bridge

Design and technology

Significant engineers and bridges; Features of bridges; Strengthening techniques; Iterative design; Building prototypes



Electrical Circuits and Components **Science**

Innovate challenge

Designing and making programmable home devices

Computing

Programming; Animating LEDs; Introducing repeats; Sensors and monitoring

Design and technology

Sensors and monitoring; Designing and making home devices; Incorporating programming and circuits in products



Environmental Artists **Art and design**

Memorable experience

Exploring environmental art

Innovate challenge

Creating environmental art

Computing

Video editing software

Art and design

Environmental art; Recycled, reused and repurposed materials



Britain at War History

Companions

- Make Do and Mend Design and technology
- Distortion and Abstraction Art and design
- Light Theory Science
- Bees, Beetles and Butterflies Art and design
- Evolution and Inheritance Science

Planned term

S1 AND 2 Britain at War S1 Make Do and Mend Distortion and Abstraction S2 Bees, Beetles and Butterflies

Science

S1 - Evolution and Inheritance

Power of Reading

Stay Where you are and then Leave Letters from a Lighthouse

Memorable experience

War museum. [Make Do and Mend] - Make Do and Mend campaign. [Distortion and Abstraction] - What is abstract art?. [Bees, Beetles and Butterflies] - Collecting images

Innovate challenge

Memorial books. [Make Do and Mend] - Mrs Sew and Sew's challenge. [Distortion and Abstraction] - Creating Orphism-style art. [Light Theory] - Let's investigate focus: Planning and carrying out. [Bees, Beetles and Butterflies] - Insect-inspired artwork. [Evolution and Inheritance] - Let's investigate focus: Planning and carrying out

English

Persuasive posters; Historical narratives; Nonets

Mathematics

S1 Shape Position and Direction Revision S2 Money Problems Time Problems Maths throughout life Themed projects

Religious education

S1 - Kumbh Mela (Hinduism) S2 - Rosh Hashanah and Yom Kippur (Judaism)

Geography

Place and interconnections; Maps

Computing

S1 - Coding and Debugging S2 - Binary

Art and design

[Distortion and Abstraction] - Abstract art; Abstraction by line, colour and shape; Significant artists – Pablo Picasso, Robert Delaunay and Sonia Delaunay; Orphism. [Bees, Beetles and Butterflies] - Using sketchbooks; Observational drawing; Mixed media collage; Pop Art

Design and technology

[Make Do and Mend] - Investigating clothing; Sewing – running stitch, whip stitch and blanket stitch; Repairing clothes; Making products from recycled materials

History

First and Second World Wars; Causes; Warring nations; Weaponry, warfare and technology; Key events and battles; Impact on citizens and everyday life; Significant leaders; End of war; Local history study; Remembrance; Post-war Britain

Music

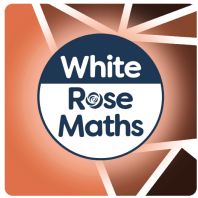
Music and Me Reflect, Rewind, Replay

RSHE

Physical health and mental well-being Growing and changing

Physical education

Athletics Rounders



Y6 WRM – Summer (v3.0) **Mathematics**

Mathematics

Block 1: Geometry – Shape; Block 2: Geometry – Position and direction; Block 3: Themed projects, consolidation and problem solving



Make Do and Mend **Design and technology**

Memorable experience

Make Do and Mend campaign

Innovate challenge

Mrs Sew and Sew's challenge

Design and technology

Investigating clothing; Sewing – running stitch, whip stitch and blanket stitch; Repairing clothes; Making products from recycled materials



Distortion and Abstraction **Art and design**

Memorable experience

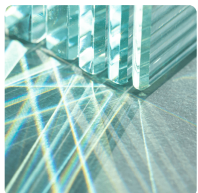
What is abstract art?

Innovate challenge

Creating Orphism-style art

Art and design

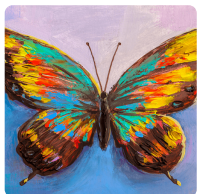
Abstract art; Abstraction by line, colour and shape; Significant artists – Pablo Picasso, Robert Delaunay and Sonia Delaunay; Orphism



Light Theory **Science**

Innovate challenge

Let's investigate focus: Planning and carrying out



Bees, Beetles and Butterflies **Art and design**

Memorable experience

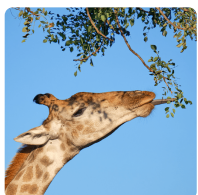
Collecting images

Innovate challenge

Insect-inspired artwork

Art and design

Using sketchbooks; Observational drawing; Mixed media collage; Pop Art



Evolution and Inheritance **Science**

Innovate challenge

Let's investigate focus: Planning and carrying out



Y6 Computing Computing

Computing

Staying safe online; Evaluating digital content; Algorithms and debugging; Programming



Parinirvana Religious education

Memorable experience

Cemetery visit

Innovate challenge

Thinking about change

Religious education

Buddha's death; Rebirth; Change



Sunday Religious education

Memorable experience

Is Sunday a special day?

Innovate challenge

Thinking about worship

Religious education

Significant days; Religious affiliation in the UK; Worship



Bandi Chhor Divas Religious education

Memorable experience

Escape room

Innovate challenge

Thinking about defence

Religious education

Guru Hargobind; Leadership; Freedom; Defence



Rosh Hashanah and Yom Kippur Religious education

Memorable experience

Guess the sound

Innovate challenge

Exploring forgiveness

Religious education

New Year; Repentance; Forgiveness



Lailat al Miraj Religious education

Memorable experience

Taking a journey

Innovate challenge

Exploring faith

Religious education

Muhammad's journey; Sacred stories; Faith



Kumbh Mela Religious education

Memorable experience

Making elixirs

Innovate challenge

Exploring devotion

Religious education

Pilgrimage; Birth and rebirth; Life of a Naga Sadhu; Devotion