



# Wood End Primary School

## Class plan - Otter Class Cycle A



# Maafa **History**

## Companions

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



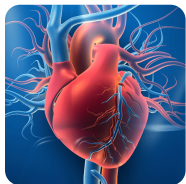
## Our Changing World **Geography**

### Power of Reading

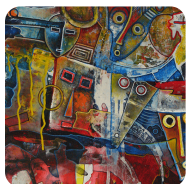
Collins Junior Atlas - Stephen Scoffham and Collins Kids

### 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

- o Inuit **Art and design**
- o Engineer **Design and technology**
- o Electrical Circuits and Components **Science**
- o 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 Skellig

## 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 - Creating media - Web page creation SP2 - Data and information - Introduction to spreadsheets

## 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

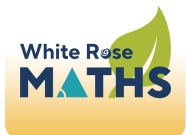
## Physical education

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 - Programming A - Variables in games S2 - Programming B - Sensing movement

### 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

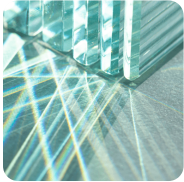
What is abstract art?

### 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

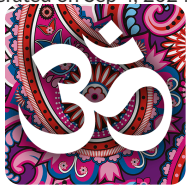
### Innovate challenge

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

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