

REDESDALE PRIMARY SCHOOL

CURRICULUM PLANNING WEB

Y6 SUMMER TERM



SCIENCE

Light:

- Explore the way that light behaves, including light sources, reflection and shadows.

Electricity:

- Work scientifically by systematically identifying the effect of changing one component at a time in a circuit.

NC Link :Pupils can understand that light travels in straight lines.

Pupils can compare and give reasons for variations in how components function in a circuit.

DESIGN TECHNOLOGY

Time Machine Project (Tyneside Cinema)

- Explore the architecture, design and construction of the Tyneside Cinema;
- Create cinema posters;
- Investigate the process of creating, distributing and screening pre and post-war newsreel films.

NC Link : Develop knowledge, understanding and skills needed to engage in an iterative process of designing and making, working in a range of relevant contexts [for example, culture and the wider environment].

COMPUTING

Manipulating Images Inside the Internet

NC Link

Pupils can understand and apply the fundamental principles and concepts of computer science, including abstraction, logic, algorithms and data representation.

ART

Art of the Cinema Poster Over Time

- Explore and evaluate design of cinema posters, including use of images and themes.
- Produce creative work, exploring their ideas and recording their experiences.

NC Link

To improve the mastery of art and design techniques, including manipulating on-screen images.

LEARNING HOOK

What if someone decided to use entertainment to enslave children's minds?

Lights, Camera, Action!

FRENCH

Danser dans les Nuages avec Philippe Petit.

Use knowledge of words, text and structure to build simple spoken and written passages

Use language known in one context in another context.

NC Link: To find ways of communicating, including through discussion and asking questions, and continually improving the accuracy of pronunciation and intonation.

RE

God as Spirit

The Influence of Faith on Believers

NC Link: To begin to recognise diversity in religion, learning about similarities and differences both within and between religions and beliefs and the importance of dialogue between them.

PE

Athletics/Outdoor and Adventurous Activities

develop flexibility, strength, technique, control and balance.

use running, jumping, throwing and catching in isolation and in combination.

MUSIC

Movie music and sound

Develop an understanding of musical composition, organising and manipulating ideas within musical structures and reproducing sounds from aural memory. *NC Link*: To listen with attention to detail and recall sounds with increasing aural memory.

HISTORY

Local History: Newsreel Theatres and Cinemas in Newcastle

- Explore the rise and fall of newsreel theatres and cinemas in the Newcastle area;
- Devise historically valid questions about change, cause and significance.
- Construct informed responses that involve thoughtful selection and organisation of relevant historical information.

NC Link

Construct informed responses that involve thoughtful selection and organisation of relevant historical information.

GEOGRAPHY

Local and National Geography

Use fieldwork to observe, measure, record and present the human and physical features in the local area using a range of methods, including sketch maps, plans and graphs, and digital technologies.

NC Link

Develop the use of geographical knowledge, understanding and skills to enhance locational and place knowledge.

PSHE

Relationships;
Sex and Relationship Education;
Changes;
Transition.

SCIENCE

- recognise that light appears to travel in straight lines
- use the idea that light travels in straight lines to explain that objects are seen because they give out or reflect light into the eye and to explain why shadows have the same shape as the objects that cast them.
- associate the brightness of a lamp or the volume of a buzzer with the number and voltage of cells used in the circuit.
- compare and give reasons for variations in how components function, including the brightness of bulbs, the loudness of buzzers and the on/off position of switches.
- use recognised symbols when representing a simple circuit in a diagram.

HISTORY

- investigate the development of cinema and newsreel theatres and explore how we know about it.
- examine the evidence surrounding using the primary source of the Tyneside Cinema and their archives.
- recognise the development of cinema as a leisure time pursuit in 20th century.
- explore developments in film and cinema in Britain, with a focus upon the British film industry.
- acknowledge the influences behind a decline in popularity.

DESIGN TECHNOLOGY

- Use research and develop design criteria to inform the design
- Generate, develop, model and communicate their ideas
- Use a wider range of tools and equipment
- Select from and use a wider range of materials and components
- Investigate and analyse a range of existing products
- Evaluate ideas and products against their own design criteria
- Understand how key events and individuals in D&T have helped shape the world
- Apply their understanding of how to strengthen, stiffen and reinforce more complex structures
- Understand and use mechanical systems in their products
- Understand and use electrical systems in their products

GEOGRAPHY

- investigate the characteristics of key aspects of the physical geography of the local, urban area.
- Refine skills in deduction using photographic evidence and maps about physical and human landscape features.
- consider economic aspects of human geography (e.g. rise and fall of newsreel popularity).

COMPUTING

Understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration

Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content

Select, use and combine a variety of software on a range of digital devices to design and create a range of content that accomplish given goals.

ART

- practise techniques to create different effects (computing techniques to develop commercial images)
- consider aesthetic aspects of colour, tone, shape and line.
- investigate key features cinema posters over time.

MUSIC

Improvise and compose music for a range of purposes

Listen with attention to detail and recall sounds with increasing aural memory

Appreciate and understand a wide range of high-quality live and recorded music drawn from different traditions and from great composers and musicians.

FRENCH

Investigate the high-wire exploits of Phillippe Petit. Understand the main points and simple opinions in a spoken story or song.

Perform to an audience.

Read and understand the main points and some detail from a short written passage.

PE

compare performances with previous ones and demonstrate improvement to achieve a personal best. enjoy communicating, collaborating and competing with each other. take part in outdoor and adventurous activity challenges both individually and within a team.

PSHE

Exploration and reflection upon issues through research, discussion and role-play.

Demonstrate empathy and sensitivity for the feelings of others.

Explore through first-hand experiences (visits and visitors to school)