

St. Joseph's Primary School, Lisburn



Learning Plan for: Primary 6

Religious Education

- This year pupils will be continuing to follow the **Grow in Love** Programme for P6

The World Around Us

Pupils will have the opportunity to study the following topics:

- The Rainforest
- Fair Trade
- Water
- Titanic

Physical Development

Term 1	Games Basketball
Term 2	Tennis Badminton
Term 3	Swimming Athletics

The Arts

Music

Pupils will develop skills in composing, performing and listening/responding through their topics.

Art/Design

Pupils will be able to explore and develop skills within art and design through a range of topics - Water, Fair Trade, Titanic, Rainforest.

Personal Development and Mutual Understanding

Living Learning Together

Personal Understanding and health

- Who Am I?
- Dealing with Feelings
- Healthy Habits

Mutual Understanding in the Local and Wider

Community

- Working at harmony
- Speaking up for me
- Check it out first
- Decisions, Decisions!

Skills & Capabilities

Pupils will be able to develop the following skills & capabilities across the curriculum areas:

Cross-Curricular Skills

Using Mathematics

Using Mathematics is the skill of applying mathematical concepts, processes and understanding appropriately in different contexts. Ideally, teachers will use relevant real-life situations that require mathematical thinking.

Communication

Communication is central to the whole curriculum. Pupils should be able to communicate so they can:

- develop as individuals;
- express themselves socially, emotionally and physically;
- engage with others; and
- contribute as members of society.

The modes of Communication are:

- Talking and Listening;
- Reading; and
- Writing.

ICT

Developing pupils' Using ICT skills encourages them to:

- handle and communicate information;
- solve problems;
- pose questions; and
- be creative through the use of digital technology.

Thinking Skills & Capabilities

The Thinking Skills and Personal Capabilities are:

- Managing Information;
- Thinking, Problem-Solving and Decision-Making;
- Being Creative;
- Working with Others;
- Self-Management.

During this year, P6 will be covering a number of learning areas as well as developing key skills and capabilities in line with the curriculum.

This learning plan provides you with an overview of the learning areas and the skills and capabilities to be developed throughout P6.

Reporting to Parents

October 2019 Verbal Report

March 2020 Verbal Report

June 2020 Annual Written Report



Learning Areas

Language and Literacy

Pupils will be able to develop the following skills through the use of a wide range of fiction and non-fiction texts:

Reading

- Pupils will have the opportunity to read a wide variety of fiction and non-fiction.
- Pupils will be able to select the main points of texts.
- Pupils will be able to recognise the implicit & explicit meaning within a given text.
- Pupils will understand the difference between fact and opinion
- Pupils will be able to show empathy with characters and situations
- Pupils will be able to use extended skills to enhance understanding of texts.

Writing

- Pupils will be able to establish the purpose of the task & be able to identify the audience
- Pupils will be able to identify the style, structure and language used within the range of writing forms
- Pupils will be able to use a widening and imaginative vocabulary within their written work
- Pupils will be able to plan, edit and redraft their work independently
- Pupils will be able to use an increasing range of punctuation in their written work

Spelling

The Complete Spelling Programme will be used throughout the year to enhance pupil's vocabulary and spelling strategies.

Mathematics and Numeracy

Pupils will be able to explore and develop confidence in the following areas through mental, practical and written tasks:

- Place value up to 1 million
- 4 operations of number & application to problem solving
- Patterns & sequences in number
- Multiples/factors/Primes/Squares/Triangular Numbers
- Average (Mean)/Range/Median/Mode
- Approximation of number
- Fractions, decimals and percentages
- 2D & 3D shapes and their properties
- Language associated with angles and lines
- Co-ordinates in the 4 quadrants
- 8 points of the compass
- Use of scale
- Use a programming language to create pictures, patterns and mathematical shapes
- Units of measurement and conversion within these
- Area/Perimeter; regular and composite shapes
- 12/24hour clock
- Time Problems
- Graphs - line, bar and pie
- Probability and the language associated with it - unlikely, likely, impossible, certain etc
- 7 strategies for mental calculation
- Problem solving/Word Problems and investigations

