Moorlands Junior School – Long Term Planning Y6 –2020



Subject	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Science	Life cycles Living things and their habitats (not including puberty) Describe the differences in the life cycles of a mammal, an amphibian, an insect and a bird Describe the life process of reproduction in some plants and animals. Describe the changes as humans develop to old age.	Light & Electricity		Evolution and Inheritance Study of a scientist		Animals including humans Living things and their habitats
Humanities	Mayans and South America	A Journey Through North America	World War II including mapping		Manchester through time (local history study)	
Y6 Art		Pop Art Album sleeve / Warhol	ARTIST STUDY Banksy			People in action Showing movement
Y6 DT	Celebrating culture and seasonality (PoaP)			More complex switches and circuits Buzzer games (PoaP)	Combining different fabrics Cushions from Warhol (PoaP)	
Computing	Excel Kev Skills I can use a formula I can edit a formula I can edit and format cells I can solve problems using Excel.	Online Safety - <u>CEOP and</u> <u>Internet Legends –</u> <u>Saved on the drive</u> <u>– Some resources</u> will need to be <u>downloaded using</u> the link in the PDF Key Skills () unverser Second Control Control () Second Control Control Control Control () Second Control Cont	Programming - Scratch Scratch Cards – Extension https://lightbot.com/fl ash.html Key Skills I can use a range of sequence, selection	Microbits – Resources saved with PPT's and Guidance Microbits located in 3P Key Skills I can recognise, and make use, of patterns across programming projects	Introduction to HTML Kev Skills I can recognise HTML Tags I can create a basic HTML Website I can solve problems using HTML	Video Presentations Digital Cameras in 3P or iPads with permission of the SSC Key Skills I can storyboard an idea I can film using an iPad I can edit using WeVideo on the chromebooks.

			and repletion commands combined with variables as required to implement my design • I can create procedures to hide complexity in programs • I can identify and write generic code for use across multiple projects • I can critically evaluate my work and suggest improvements	 I can write algorithms for use when programming I can identify variables needed and their use in selection and repetition I can decompose code into sections for effective debugging I can critically evaluate my work and suggest improvements 		
RE	What matters most to Christians and humanists?	What do religions say to us when life gets hard?	Is it better to express your religion in arts & architecture or In charity and generosity?		What differences does it make in Ahimsa (harmlessness), Grace (forgiveness) and Ummah (community)?	
MFL	<u>Unit N</u> Les Saisons	<u>Unit O</u> <u>L'environneme</u> <u>nt</u>	<u>Unit P</u> <u>Les actions</u>	<u>Unit Q</u> <u>En France</u>	<u>Unit R</u> <u>Ma famille</u>	<u>Unit S</u> <u>Un Weekend avec</u> <u>mes amis</u>
Music	xxxx	World Unite	Journeys	Growth	Roots	Moving On
PE Outdoors	Lacrosse	Netball	Hockey	Tennis	Cricket	Striking and fielding
PE Indoors	Gymnastic (individual movements)	Dance Val Sabin Publications (Yr6 Unit 1) 'The World Of Sport'	Gymnastic Combine into routine/group work (Progression from A1)	Dance Val Sabin Publications (Yr6 Unit 1) 'Theseus and the Minotaur'	Yoga	Indoor Problem solving
PSHE(Jigsaw)	Being me in my world	Celebrating difference	Dreams and Goals	Healthy Me	Relationships	Changing me

Recovery curriculum