



# Year 6 Learning Overview

## Spring 1 2024

**Our topics: Evolution and Inheritance, Programming, The Journey of Life and Death, Botanical Painting and Mixed Media Drawings, Climate and Biome Zones**

### Science Topic: Evolution and Inheritance

#### Your child will know:

- That living things have changed over time and that fossils provide information about living things that inhabited the Earth millions of years ago
- That living things produce offspring of the same kind, but normally offspring vary and are not identical to their parents
- How animals and plants are adapted to suit their environment in different ways and that adaptation may lead to evolution
- That inheritance is influenced by various generations of related family and how variations can occur through genetic difference.
- How fossils form over time and the process of them developing through layers of different materials
- How to establish the different ways living things have adapted in order to suit their environment; including describing the scientific needs related to the adaptation

#### Your child will be able to:

- Record their observations in detail.
- Plan different types of scientific enquiries to answer questions, including recognising and controlling variables where necessary
- Measure, using a range of scientific equipment, with increasing accuracy and precision, taking repeat readings when appropriate
- Record data and results of increasing complexity using scientific diagrams and labels, classification keys, tables, scatter graphs, bar, and line graphs
- Use test results to make predictions to set up further comparative and fair tests
- Reporting and presenting findings from enquiries, including conclusions, causal relationships, and explanations of and degree of trust in results, in oral and written forms such as displays and other presentation
- To identify scientific evidence that has been used to support or refute ideas or arguments

### ICT Topic: Programming A – Variables in Games

#### Your child will know:

- How to define a 'variable' and explain why it is used in a program
- How to improve and design a game using variables
- How to design a project
- How to evaluate a project

#### Your child will be able to:

- Identify examples of information that is variable
- Identify a program variable as a placeholder in memory for a single value
- Decide where in a program to change a variable
- Create algorithms for their project
- Test the code they have written
- Use variables to extend their game

## **Art Topic: Botanical Painting and Mixed Media Drawings**

### **Your child will know:**

- The similarities and differences between botanical and anatomical illustrations
- How anatomical drawings significantly contributed to our scientific understanding of living things

### **Your child will be able to:**

- Record their observations in detail.
- Draw using sketching pencils effectively to create shading and smudging
- Drawing with mixed media e.g. pen, pastel, charcoal water colour
- Effectively draw on a range of materials to represent an artistic concept.
- Develop 2D and 3D observational drawing skills

## **RE Topic: The Journey of Life and Death**

### **Your child will know:**

- How life is like a journey
- How we feel when people leave us
- What Christians believe happens when you die
- What other religions believe happens after we die
- How we remember people who have died

### **Your child will be able to:**

- Plot key life events on a timeline
- Reflect on their hopes for the future
- Generate questions about loss and grief
- Write a poem that shows their understanding of heaven
- Use research to give a presentation about life and death in different religions

## **Music Topic: A New Year Carol (Benjamin Britten and Urban Gospel Version)**

### **Your child will know:**

- Two New Year Carols
- About the life of Benjamin Britten
- Other works by Benjamin Britten
- How to perform a song

### **Your child will be able to:**

- Listen to and appraise a piece of music
- Sing two different versions of a song
- Copy back rhythmic and pitch patterns
- Describe how a piece of music makes them feel

## **Geography Topic: (Linked with Darwin and Wallace expeditions)**

### **Your child will know:**

- Physical geography, including: climate zones, biomes and vegetation belts

### **Your child will be able to:**

- Locate the world's countries and seas in relation to Darwin's journey around the world, using maps, atlases and a globe

## PHSE Topic: Media Influence

### Your child will know:

- How the media, including online experiences, can affect people's wellbeing
- That not everything should be shared online or social media and that there are rules about this, including the distribution of images
- How reliable different types of online content and media are, e.g. videos, blogs, news, reviews, adverts
- How to recognise unsafe or suspicious content online and what to do about it
- How to make decisions about the content they view online or in the media and know if it is appropriate for their age range
- How to respond to and if necessary, report information viewed online which is upsetting, frightening or untrue
- How to recognise the risks involved in gambling related activities, what might influence somebody to gamble and the impact it might have

### Your child will be able to:

- Describe ways in which people may be influenced by others
- Explain what is meant by someone have prejudiced or extremist views
- Identify some different ways to manage negative influences
- Describe where, when and how to seek support for self and others
- Recognise the dangerous of gambling and other addictions

## Spanish Topic: Las Profesions (Professions)

### Your child will know:

- Vocabulary to describe a range of professions

### Your child will be able to:

- Describe what professions they would like in the future

**Our memory maker event: Next half term**