

*The Ryde School*  
Curriculum Information  
Summer Term 2024  
Year 6

Curriculum Area	Topics Covered
Art	<b>Exploring Identity:</b> To see how artists explore their identity through portraiture. To use my sketchbook to record, generate ideas. To develop my drawing skills using pencil skills. To explore the use of ink as a painting medium. To work digitally or physically to create layered portrait to explore aspects of identity thinking about line, shape, colour, texture and meaning.
Religious Education	<b>U2.3 What do religions say to us when life gets hard?:</b> Describe the Hindu belief in reincarnation and Karma. Describe the impact that the belief that we have a soul might have on the way someone might live their life. Describe similarities and differences between non-religious and Christian beliefs about the afterlife. Explain how believing in reincarnation might affect the way someone lives their life
Design and technology	<b>Fairground:</b> To look at a range of existing fairground rides and investigate how they move. To investigate ways of using electrical motors to create rotating parts. To create prototype models to investigate stable frameworks. To be able to design a fairground ride with a rotating part. To be able to make a fairground ride following a design. To be able to evaluate a finished product.
Geography	<b>Global Trade:</b> To explore how and why trade has become global. To recognise that food bought in our local supermarket comes from different locations all over the world. To discover the multi-stop journeys different products travel before reaching our shops. To discover what products the UK exports. To understand the positive impact buying Fairtrade products has on communities.
History	<b>Ancient Greece:</b> To research the importance, the god Zeus played in the Games and why olive leaf wreaths were given to the winners. To give an overview of significant Greek myths and why they were significant. <b>The Tudors:</b> To describe the Renaissance. To compare and contrast Tudor pastimes and Ancient Greek pastimes. <b>The Victorians:</b> To explore the benefits and disadvantages of the British Empire (Victorian Britain). To investigate the impact of the Crimean War
Information technology	<b>Coding/Microbits:</b> To design, code and test prototypes for different purposes using the BBC micro: bit. Animation Project and animation-nation workshop. <b>Sensing Movement:</b> To create a program to run on a controllable device. To explain that selection can control the flow of a program. To update a variable with a user input. To use a conditional statement to compare a variable to a value. To design a project that uses inputs and outputs on a controllable device To develop a program to use inputs and outputs on a controllable device.
Modern Foreign Languages	<b>French:</b> Order a selection of typical foods, drinks and snacks from a French menu and order a French breakfast. Perform a simple role play ordering food, drink and/or snacks in a French café using useful language such as 'hello', 'can I have...', 'the bill please', 'thank you' and 'goodbye'.
Physical Education	<b>Gymnastics:</b> • Hold shapes that are strong, fluent and expressive. • Include in a sequence set pieces, choosing the most appropriate linking elements. • Vary speed, direction, level and body rotation during floor performances. • Practise and refine the gymnastic techniques used in performances. • Use equipment to vault and to swing (remaining upright
Science	<b>Living things and their habitats:</b> Give reasons for classifying plants and animals based on specific characteristics. <b>Animals, including humans:</b> Describe the ways in which nutrients and water are transported within animals, including humans. <b>Evolution and inheritance:</b> Identify how animals and plants are adapted to suit their environment in different ways and that adaptation may lead to evolution. <b>Light:</b> Use the idea that light travels in straight lines to explain why shadows have the same shape as the objects that cast them. <b>Electricity:</b> 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.

### **Enrichment Activities**

Regular outdoor learning opportunities through the curriculum.

OAA week.

Forest school skills.

Magistrates workshop.

Animation nation workshop.

Golf lessons.

Trip - Knebworth House - The Tudors Focus

### **How you can help your child:**

- Your child should be reading at least 5 times a week for 20 minutes. Remember that good readers become good writers!
- Home reading journals.
- Visit places of interest linked to our topics.
- Read different types of texts (e.g. newspapers, leaflets, information books).
- Play times tables games (e.g. Hit the button, times table tennis, times tables with number cards).
- Encourage use of a dictionary to check spelling and a thesaurus to find synonyms and expand vocabulary.
- Encourage opportunities for telling the time and solving problems involving time.
- Encourage opportunities for counting coins and money; finding amounts or calculating change when shopping.
- Identify, weigh or measure quantities and amounts in the kitchen or in recipes.
- Play games involving numbers or logic, such as dominoes, card games, darts, draughts or chess.
- Encourage opportunities for writing such as letters to family or friends, shopping lists, notes or reminders, stories or poems.
- Insist on cursive handwriting and the best presentation.