

Inspire awe and wonder
Use stimuli to motivate and inspire- visits, visitors, artefacts, books, videos, outside learning, our locality etc.

Problem solving and thinking skills
Creative thinkers; independent learners; real-life challenge; controlled risk taking; resourcefulness; enterprise; collaboration; thinking skills, Learning Pit

Creative Arts
Dance, drama, music, art- developing the creative brain; inspiration, enjoyment and fulfilment; enhance and develop skills & talents; performance

Nurturing Responsible Citizens
Collaborative learning; care for the environment; share talents; make decisions; links in and around Leyburn, other communities and the environment

As readers, we will...

- Explain what a text suggests about a person's character or their feelings
- Learn how to distinguish between facts and opinions in different texts
- Use what we know about word families to understand the possible meanings of new vocabulary

As authors, we will...

- Write a recount of an extreme weather event from another person's perspective
- Write an explanation text about an 'extreme' type of weather and how it is formed
- Write a persuasive piece of writing encouraging people to look after our planet

As performers, we will...

- Have debates about key issues affecting our world such as palm oil plantations and global warming

Key texts:

- Running Wild by Michael Morpurgo
- Skellig by David Almond
- A range of information texts about extreme weather

As athletes, we will...

- Improve our fitness in circuits
- Improve our stamina and technique in swimming

As linguists, we will...

- Continue to learn new French vocabulary that enables us to speak and write about different animals and their habitats

As artists and designers, we will...

- Make a volcano
- Study the work of the Japanese artist Katsushika Hokusai

Year 6 Topic Planner

Spring 2 and Summer 1

**Just how extreme is our earth?
6 weeks + 6 weeks**

Subject driver: Geography

As historians and geographers, we will...

- Study the changes on earth throughout history
- Explore how volcanoes and tsunamis are made and their impact
- Investigate the most 'extreme' parts of our earth and their location
- Follow a map to find an 'extreme' local location (20 things)

As computer technicians, we will...

- Design & write programs to solve problems using a new coding programme

As scientists, we will...

- Study the theory of evolution
- Explore adaptation and how/why humans and animals have adapted over many years

KEY OUTCOMES:

- 1) A piece of writing about an extreme weather event
- 2) An investigation about adaptations

KEY QUESTIONS:

- 1) How are we affecting the Earth?
- 2) Where do we come from?

VISITS / VISITORS:

- A secret 'extreme' location!

As musicians we will...

- Study the work of Hans Zimmer and its effect when used in programmes such as The Blue Planet

As theologians, we will...

- Study the Resurrection of Jesus

As Rights Respecting citizens, we will explore...

- Article 29: Your education should help you to learn how to protect the environment.

As mathematicians, we will...

Measurement: Converting units

- Solve problems involving the calculation and conversion of units of measure, using decimal notation.
- Use, read, write and convert between standard units, converting measurements of length, mass, volume and time
- Convert between miles and kilometres

Measurement: Perimeter, area and volume

- Recognise that shapes with the same areas can have different perimeters and vice versa.
- Recognise when it is possible to use formulae for area and volume of shapes.
- Calculate the area of parallelograms and triangles.
- Calculate, estimate and compare volume of cubes and cuboids using standard units

Number: Ratio

- Solve problems involving the relative sizes of two quantities where missing values can be found by using integer multiplication and division facts.
- Solve problems involving similar shapes where the scale factor is known or can be found.
- Solve problems involving unequal sharing and grouping using knowledge of fractions and multiples