Teacher: Rumana Class: A	Amber Year 6	Term: 2:1	2023-24
Maths Children will: • Solve problems using algebra • Work with missing number problems • Solve up to 2-step problems algebraically • Learn to add and subtract decimals • Multiply and divide by 10, 100, and 1000 • Multiply and divide decimals by integers • Use common factors to simplify fractions • Recall and use equivalences between simple fractions, decimals and percentages • Compare and order fractions • Solve problems involving the calculation of percentages and the use of percentages for comparison So that they Have a rigorous understanding of multiplication and division, solving equations with confidence and accuracy Can confidently and accurately identify the correct operation when working with problems involving multiplication ad division	History Children will: Increase their historical vocabulary and develop a line of enquiry about the Viking era Understand chronology of the Vikings Contrast this with their existing historical knowledge Identify and explain connections, contrasts & trends in History Explore the relationship between different historical eras already studied (The Romans and The Anglo-Saxons) So that they Develop a chronologically secure knowledge and understanding of British, local and world history, establishing a clear narrative Understand the methods of historical enquiry, including how evidence is gathered and used 	 Develop a deep unde Realize there are my sentence, and they a various ways. So that they Become proficient in com down a complex sentence Discover the many conne elevate their writing Can write more complex sentence Appreciate different was Learn to make careful land 	tence-writing concepts erstanding of essential grammar rules nultiple ways to organize ideas within a can experiment with rewriting sentences in mbining two sentences into one or breaking e into simpler ones ective and transitional phrases that can sentences to a powerful effect ays of using language to communicate ideas
Can refine their common factors understanding Understand how compare fraction, decimals, percentages and identify equivalences Develop confidence when working with word problems <u>Science</u> <u>Children will:</u> • Learn about forces • Understand and identify gravity, friction, air and water resistance • Carry out investigations to explore how these forces work in the real world • Explore mechanisms such as using pulleys, leavers and gears	So that they Continue to promote the importance of physical wellbeing	• Learn about the key b their life? So that they Can make connections betw their beliefs about God an	the value and purpose of religious practices
 Explore mechanisms such as using puncys, leavers and gears <u>So that they</u> Develop their understanding of how forces act upon us and the objects around us Can talk confidently about mechanisms used to act with or against forces To continue their scientific lines of enquiry <u>Computing Children will: understand that variables are used in programs apply the concept of variables to enhance an existing game in Scratch Scratch </u>	Boost motivation, confidence and setting personal goals in individual and team sports <u>PSHE</u> Children will: • Explore their dreams and goals • Find strategies to motivate themselves to succeed • Identify problems in the world with an aim to make a difference • Recognise their achievements <u>So that they</u> understand what it is to be them in their world	Children will: Explore slider mecha Create paper sliders Design a moving story Construct a moving p Evaluate their finishe So that they Can create a picture, which move purposefully as plane	ry book Dicture Led product ch meets the design criteria, with parts that
 design their own algorithms to create their program flow for their project 	How You Can Help and Information for Parents		

Well done to everyone who is regularly completing their homework and reading at home. © Please remember, your child should be reading every day and recording reading in our class Reading Padlet at least 3 times per week.

So that they... Can test codes and identify ways that games can be improved

project