

YEAR 6 NATIONAL CURRICULUM
AUTUMN 1 MEDIUM TERM OBJECTIVES (7 weeks)
THEME - SHAKESPERES MACBETH

ENGLISH Text types and class texts	MATHS White Rose	SCIENCE	HISTORY GEOGRAPHY	R.E (Agreed Syllabus, 2017)	ART AND DESIGN	COMPUTING (SWITCHED ON)	P.E.	PSHE (JIGSAW)	MUSIC
WILLIAM SHAKESPEARE Non-Fiction: Non-Chronological Report: William Shakespeare 2 weeks Fiction: Diary Entry: Macbeth 2 weeks Fiction: Persuasive Letter: Macbeth 1 week Fiction: Play scripts: Macbeth 1 week	Place Value 1. Read, write, order and compare numbers up to 10,000,000. 2. Round any whole number. 3. Use negative numbers in context. 4. Solve number and practical problems. Addition, subtraction, multiplication and division 1. Solve addition and subtraction multi step problems. 2. Multiply multi-digit number up to 4 digits by a 2-digit. 3. Divide numbers up to 4 digits by a 2-digit whole number Long and short division, 4. Identify common factors, common multiples and prime numbers. 5. Solve problems 6. Use estimation to check answers.	LIGHT 1. Recognise that light appears to travel in straight lines 2. Use the idea that light travels in straight lines to explain that objects are seen because they give out or reflect light into the eye 3. Explain that we see things because light travels from light sources to our eyes or from light sources to objects and then to our eyes 4. Use the idea that light travels in straight lines to explain why shadows have the same shape as the objects that cast them.	SHAKESPERE MACBETH 1. A study of an aspect or theme in British history that extends pupils' chronological knowledge beyond 1066 2. A study of an aspect of history or a site dating from a period beyond 1066 that is significant in the locality 3. To learn about significant, national and global events beyond our living memory.	U2.3 - What do Religions say to us when life gets hard? 1. Express ideas about how and why religion can help believers when times are hard, giving examples 2. Outline Christian, Hindu and/or nonreligious beliefs about life after death 3. Explain some similarities and differences between beliefs about life after death 4. Explain some reasons why Christians and Humanists have different ideas about an afterlife	ART / DT DAY - Macbeth: Combining significant images with a key line from the text 1. To use a range of materials creatively to design and make products 2. To improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials	We are adventure gamers - making a text based adventure game 1. Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information	Games / Gym / Athletics 1. Play competitive games, modified where appropriate and apply basic principles suitable for attacking and defending 2. Develop flexibility, strength, technique, control and balance [for example, through athletics and gymnastics 3. Take part in outdoor and adventurous activity challenges	Being in my world 1. My Year Ahead 2. Being a Global Citizen 1 3. Being a Global citizen 2 4. The Learning Charter 5. Our Learning Charter 6. Owning our Learning Charter	1. Use their voices expressively and creatively by singing songs and speaking chants and rhymes 2. Listen with concentration and understanding to a range of high-quality live and recorded music 3. Experiment with, create, select and combine sounds using the inter-related dimensions of music.