It's a Wild World



Maths

<u>Decimals</u> - identify the value of each digit in numbers given to three decimal places and multiply numbers by 10, 100 and 1000. Multiply one-digit numbers with up to 2dp by whole numbers. Use written division methods where the answer has up to two decimal places. Solve problems which require answers to be rounded to specified degrees of accuracy.

<u>Percentages</u> - solve problems involving the calculation of percentages. Recall and use equivalences between simple FDP including in different contexts

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

Algebra - use simple formulae.

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

<u>Geometry and Statistics</u> - illustrate and name parts of circles, including radius, diameter and circumference. Interpret and construct pie charts and line graphs and use these to solve problems. Calculate the mean as an average.

Our Core Learning Skills

Independence and responsibility

Valuing myself and others

Year 6 Spring Term Our Learning Journey

Have you ever wondered where wild animals live? Or what do they need to live there?

Children will investigate and understand the animals of the wild and see the world through their eyes. They will work towards knowing how animals live and their habitats. They will understand the importance of classifying plants and animals based on specific characteristics. The children will learn orienteering skills so they can design a map for a safari.

Our learning journey will cover elements of Computing, P.E., Art, Culture and Design Technology.

<u>English</u>

Writing- stories (focusing on using a story plot and flashbacks) poetry, reports, explanation texts and persuasive writing.

Punctuation & Grammarconsolidating basic punctuation; including commas and paragraphing. Introducing semicolons and ellipsis. Using a variety of sentence structures to add detail and interest.

Reading- stories, poetry, reports, explanations and persuasive writing focusing on comprehension skills.

Opportunities to ask and answer questions about familiar texts.

Speaking & Listening- Talk partners, reading/presenting to an audience using different media and class discussions



Mathletics; Research: online and in the library; Listening to your child read; Book discussions and regular times table practice. A choice of activities from our topic homework grid.

Celebration

Presentation to our peers.