

# <u>Year 6- Summer</u>

TERM/	Science	HISTORY	GEOGRAPHY	ART	DT	MUSIC	PE	RE	Computing
CLASS									
Summer	Evolution and Sex Education	gain historical perspective by placing their growing knowledge into different contexts, understanding the connections between local, regional, national and international history; between cultural, economic, military, political, religious and social history; and between short- and long-term timescales. understand the methods of historical enquiry, including how evidence is used rigorously to make historical claims, and discern how and why contrasting arguments and interpretations of	Geography linked to history		<ul> <li>understand and apply the principles of a healthy and varied diet</li> <li>prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques</li> <li>understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed.</li> <li>Plan and prepare</li> </ul>	Appreciate and understand a wide range of high quality live and recorded music drawn from different traditions and from great composers and musicians play and perform in solo and ensemble contexts, using their voices and playing musical instruments with increasing accuracy, fluency, control and expression	Compare their performances with previous ones and demonstrate improvement t achieve their personal best Use running, jumping, throwing and catching in isolation and in combination <u>Athletics</u> play competitive games, modified where appropriate example, cricket, rounders and apply basic principles suitable for attacking and defending	See RE overview	See Rising Stars



	the past have been	and of your	Descriptions and establish	
		end of year	Rounders and cricket	
	constructed	meal for		
	understand historical	parents to		
	concepts such as	celebrate end		
	continuity and change,	of year 6-		
	cause and	starter, main		
	consequence,	and dessert.		
	similarity, difference			
	and significance, and			
	use them to make			
	connections, draw	Design:		
	contrasts, analyse	use research and		
	trends, frame	develop design		
	historically-valid	criteria to inform the		
	questions and create	design of innovative,		
	their own structured	functional, appealing		
	accounts, including	products that are fit		
	written narratives and	for purpose, aimed at		
	analyses			
	gain and deploy a	particular individuals		
	historically grounded	or groups		
	understanding of			
	abstract terms such as	<u>Make:</u>		
	'empire', 'civilisation',	select from and use a		
	'parliament' and	wider range of		
	'peasantry'	tools and		
		equipment to		
	know and understand	perform practical		
	significant aspects of	tasks		
	the history of the	[for example,		
	wider world: the			
	nature of ancient	cutting, shaping,		
	civilisations; the	joining and		
	expansion and			







dissolution of empires;	finishing],
characteristic features	accurately
of past non-European	
societies;	select from and use a
achievements and	wider range of
follies of mankind	materials and
The Viking and Anglo-	components,
Saxon struggle for the	including
Kingdom of England to	construction
the time of Edward the	materials,
Confessor	textiles and
This could include:	ingredients,
	according to
Viking raids and	their functional
invasion resistance by	properties and
Alfred the Great and	aesthetic
Athelstan, first king of	qualities
England further Viking	qualities
invasions and Danegeld	
Anglo-Saxon laws and	
justice	Evaluate:
Edward the Confessor	evaluate their ideas
and his death in 1066	and products against
	their own design
	criteria and consider
	the views of others to
	improve their work
	understand how key
	events and individuals
	in design and
	technology have
	helped shape the



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		world Textiles- Create tapestry		