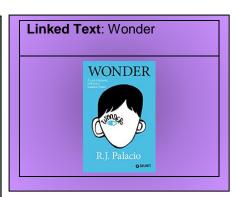


Croxby Primary Academy

Year 6: Children's Choice - Medium Term Plan Knowledge Acquisition - 1 weeks (x2) Knowledge Application - 2 weeks (x2)

<u>Skills</u>	
Communicate clearly	Х
Collaborate with others	Х
Apply knowledge to new situations	Х
Make judgements and decisions	Х
Ask questions	Х
Solve problems	Х
Metacognition	Х
Reflect	Х
Adapt to change	Х
Manage goals and time	Х
Take risks	Х
Self-direct learning	Х
Persist despite setbacks	Х
Be curious	Х
Manage projects	Х
Guide and lead others	Х
Access and evaluate information	Х
Analyse media	Х
Create media products	Х
Apply technology effectively	Х
Perform in front of a group	Х
Select and use appropriate writing genres	Х
Use tier 2 and tier 3 vocabulary	X





Curriculum Learners

- As historians, we will address and devise historically valid questions about change, cause, similarity and difference, and significance.
- As geographers, we will develop our use of geographical knowledge, understanding and skills to enhance our locational and place knowledge. This will include the location and characteristics of a range of the world's most significant human and physical features.
- As designers, we will understand how key events and individuals in design and technology have helped shape the world.
- As artists, we will improve our mastery of art and design techniques, including drawing, painting and sculpture with a range of materials.
- As musicians, we will play and perform in solo and ensemble contexts, using our voices and playing musical instruments with increasing accuracy, fluency, control and expression.
- * As explorers of faith, we will study unit 6.3 Hopes and Visions
- In computing, we will use Purple Mash to study unit 6.3 Spreadsheets, 6.5 Text Adventures and 6.6 Networks.
- * As mathematicians, we will complete a maths investigation.

Showcase

Role Play	
IT Presentation	
Poster	Х
Design Creation	
Digital Media	
Art Work	Х
Dance	Х
Production	Х
Writing Genre - Narrative	
Writing Genre - Non Fiction	Х
Food	

Tier 2 Vocabulary

abstract accumulate adjacent akin albeit ambiguous analogy antagonist appraise articulate authentic bestow biased cite compensates compile concise congruent conjecture cumulate dimension evade exploit flaw formula formulate incentive incline interrogate intersect migration multitude pending predicament omit replica resume sequel simultaneously tangible

Hook Event and Enrichment

A day of challenges, team games and quizzes to help the children decide their chosen theme for the term.

Weekly ukulele/glockenspiel lesson
Leavers Assembly

Spaced Retrieval of Prior Learning

Y5 – To Infinity and Beyond Y6 – Earth SOS Y3 and Y4 combined Quizzes