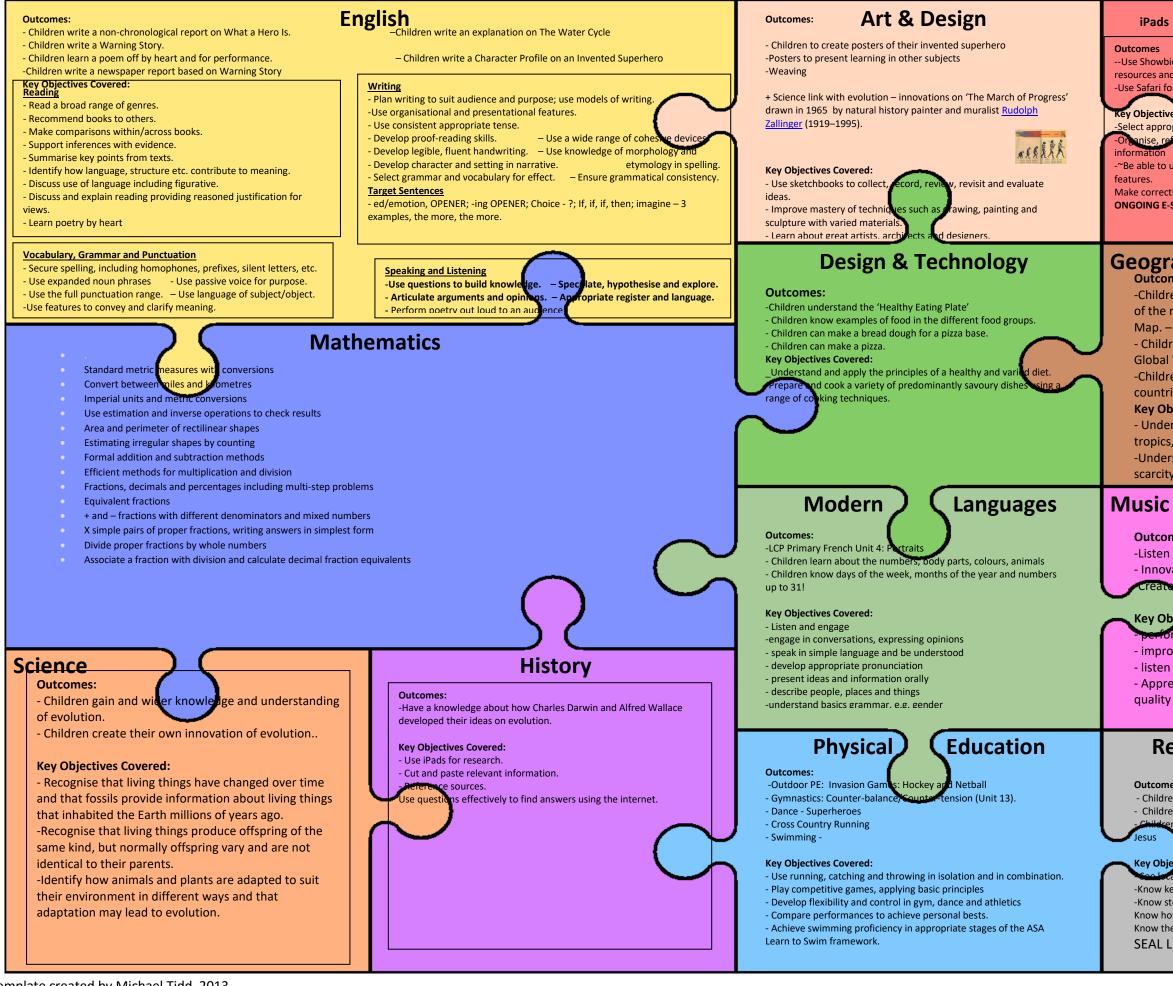
Year 6 Spring Term 1

Curriculum Overview HEROES and DISASTERS (including GLOBAL WATER ISSUES)



iPads

Computing -_

Computers

- -Use Showbie for everyday resources and communication. -Use Safari for research.
- ey Objectives Covered: -Select appropriate apps for task.
 - e and present
- ~Be able to use various display
- Make corrections.
- **ONGOING E-SAFETY**

Geography Outcomes:

- Outcomes
 - --Storybook for Innovation Warning Stories
 - -Newspaper presentation for event linked to warning story
 - -IMovie for superhero trailer

Key Objectives Covered:

- -To collect data in an efficient and accurate way. -To draw conclusions from data.
- Organise, refine and present information; choose appropriate techniques to suit audience and purpose
- -Children develop[their knowledge and understanding of the main features on slopes and maps of the World
- Children are able to identify the continents and plot **Global Water Scarcity levels**
- -Children have an understanding of the way of life in
- countries/communities where water is scarce
- **Key Objectives Covered:**
- Understand latitude, longitude, Equator, hemispheres, tropics, polar circles and time zones.
- -Understand problems of and solutions for water
- scarcity distribution of water

Outcomes:

- -Listen to songs linked to the me of Heroes - Innovate on songs according to a theme
- create and perform a rap

Key Objectives Covered:

- orm with control and expression in ensembles
- improvise and compose music for HEROES
- listen to detail and recall aurally
- Appreciate and understand a wide range of high-
- quality live and recorded music

Religious

Education

Outcomes:

- Children learn about life an
- Children read and listen to some of the stories of Jesus's life nderstand the messages of some of the stories told by

- Key Obje ives Covered: ally agreed syllabus for RE.
- -Know key stories told by Jesus
- -Know stories about Jesus
- Know how the bible is organised
- Know the Gospels: Matthew, Mark, Luke and John.
- SEAL LINK: GOING FOR GOALS