Kingfisher Hall Learning Grid: Summer 1, Year 6
Go Compare

Force for positive change: Race Against Hunger

In one of the richest economies in the world, one in seven people are experiencing food insecurity, many of them going hungry due to lack of money. Food banks are stretched to breaking point to meet what we now know is just a portion of potential overall need in the UK. Following last year's success, on Wednesday 22nd April, we will support the Trussell Trust in another Race Against Hunger fundraising event. We will send out more information nearer the time but please save the date and get your trainers ready!
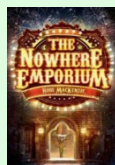
Key dates
Race Against Hunger: 22nd April 2024
Hispanic culture day: 23rd April 2024
Bank Holiday: 6th May 2024
KS2 SATs: 13th – 16th May 2024
INSET days: 23rd & 24th May 2024

Maths

This term the children will continue to revise and consolidate their Arithmetic skills, focusing on number, fractions, decimals and percentages and the four operations. They will also look at revising reasoning skills using their knowledge of geometry, algebra, measure, ratio and statistics.

RE / World Views: Sanatana Dharma (Hinduism)

This term, the children will be looking at the Sanatani belief in Karma and reincarnation as well as different types of Dharma. They will express their views on life after death and explain how these views may make a difference to how they live their life.

English

In English this term the children will be using the book 'The Nowhere Emporium' by Ross MacKenzie as their core text for reading and their stimulus for writing. They will answer a variety of comprehension questions about the events, characters and mood of the story and will be writing their own fantasy portal story as well as a newspaper article about the events of the story.

Music

This term, the children will begin to learn songs for the end of year production as well as continue to form 2 triad chords on the keyboard. They will play a 5-note piece and add a chordal accompaniment as well as recognise wider intervals and apply this when playing keyboard.

Art: Skyline Drawing

The children will use their understanding of colour, line, tone, pattern, shape, form, space and texture to create art in the style of Stephen Wilshire. They will use perspective and proportion to create their own dream skyline.

PHSE: Relationships

Through discussions and teaching, the children will enquire what is meant by 'Mental Health' and discuss their own Mental Health. They will also focus on: Love and Loss; Power and Control; being safe online and using technology responsibly.

Spansih

This term, the children will apply prior knowledge, as well as explore facts about Columbia and discuss different weather types. In addition, they will describe the weather on a map and deliver a short presentation.

Physical Education

Athletics
In this unit, children will focus on developing their technical understanding of athletic activity and learn how to set targets and improve their performance in a range of running, jumping and throwing activities, thinking about how to achieve the greatest possible speed, height, distance or accuracy.

Striking/Fielding Games
Children will develop co-ordination and the ability to field & strike effectively. They will learn the role of the bowler, better, wicket keeper, backstop and fielder and learn where to place their feet and position their bodies to develop these striking and fielding positions.

Geography: Regional Comparison

In this unit children will be comparing elements of human and physical geography from Rio de Janeiro and London. They will study key aspects of biomes, vegetation belts, settlement and land use as well as economic activity, including tourism and natural resources.

Computing: Programming (sensing movement)

In this unit, children will have the opportunity to use their prior learning of constructs in a different, but still familiar environment, while also utilising a physical device — the micro:bit. Children will begin with a simple program to build in before transferring it to their micro:bit in order to interact with input and output features.