

Year 6 - Term 2

REMEMBRANCE

This term, we will be learning about Remembrance. We will be investigating why World War One started as well as the chronology and impact of the War, with a focus on why remembrance is so important.

Creative Curriculum: The children's skills in history, geography and art will be developed in our study of World War I as we find out about life in the trenches. Please take time to find out about the contribution of relatives in the war so children can share family stories in class. We will mark Remembrance Day by visiting a local war memorial and laying a wreath. Throughout this topic, we will discuss the impact of war and the significance of the Battle of the Somme.

PE: the children will be developing control and design motifs in Thursday Dance lessons focussed on the Haka. As the weather will be unpredictable as we move into the winter, it would be beneficial for children to have a tracksuit and trainers.

English: This term, we will be reading War Horse by Michael Morpurgo. Michael Morpurgo has written many children's stories so encourage your child to read lots of books about World Wars! In writing, we will start with a non-fiction report of the uses of horses, followed by an argument about whether animals should have been used then we will write our own battle scenes. We will be learning to use colons to write a list and we will be learning the difference between active and passive voice. Please regularly practise the spelling bee words!

Maths: We will focus on securing our understanding of calculations, alongside learning about shape and angles. We will investigate different ways to solve real-life problems in efficient and effective ways. The children will also be honing their ability to answer a range of arithmetic questions to a given time limit.

In topic maths, we will compare and classify geometric shapes and investigate circles, including radius, diameter and circumference. Your child should have rapid recall of all times tables so don't forget to play on TTRS!