

Kingfisher Hall Learning Grid: Autumn Term 2, Year 6

Wars Through Time

Force for Positive Change



The children will be designing and making cushions for KS1 classroom reading areas. They will use skills in computer aided design and textiles to create their small cushions.

Key Dates

5th November: Individual & Sibling photos
 10th November: Odd Sock Day
 11th November: Remembrance Day
 21st November: Children in Need
 26th November: Trip to Royal Gunpowder Mills
 12th December: Winter Fair
 17th December: Xmas Dinner & Xmas Jumper Day
 19th December: Break up @ 1:30pm

Maths



This term, children will develop skills in number, measurement, geometry, and problem-solving. They will explore fractions, decimals, and percentages, work with units of measure, and calculate area, perimeter, and volume. Geometry will focus on shapes, angles, coordinates, and transformations, while ratio and proportion will be applied to scaling problems, with assessments to track progress.

English



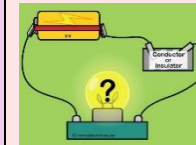
In English, children will be reading *Goodnight Mister Tom* by Michelle Magorian. This text will be used in daily reading sessions and will also serve as a stimulus for writing. Over the term, pupils will focus on writing in a range of genres. These will include: historical fiction (diary entries), political speeches, and poetry.

History: Wars Through Time



Through our historical enquiry, children will explore the different causes of wars and recognise that they can vary in length and impact. They will learn what a Civil War is and investigate significant battles throughout history, including those connected to their local area. Pupils will develop an understanding of the effects of war on the daily lives of soldiers and their families, as well as gain insight into reconciliation and how wars have shaped attitudes and systems.

Science: Electricity



This term, the children will learn what a circuit is and identify the components that make it up. They will begin to understand voltage as the force from a power source that pushes current through a conducting loop, and they will link the brightness of a lamp or the volume of a buzzer to the number and voltage of cells in the circuit. Pupils will also be introduced to the standard symbols used to represent a simple circuit in a diagram.

PHSE: Celebrating Differences



This term the children will be looking at the perception of normality and learn about power struggles. They will learn about differences as conflict and celebration and begin to understand disability, bullying, inclusion and exclusion.

Physical Education:



Outdoor: Invasion Games (NFL)

Pupils will strengthen their skills in both attacking and defending. They will use mini games to develop and apply tactics for attack and defence in game situations, adapting them as needed. They will then bring their learning together in a final tournament.

Indoor: Gymnastics – Matching & Mirroring

Pupils will develop their ability to match and mirror movements. Working with a partner, they will collaborate to refine their skills in matching and mirroring on both the floor and apparatus, as well as sequencing, balancing, and travelling.

DT: Make, Do and Mend (Textiles & Computer Aided Design)



Using WW2 rationing as a stimulus, children will design, make and evaluate cushions for classroom reading areas using felt and recycled fabric. The children will use annotated diagrams, computer aided design (CAD) and basic hand sewing skills.

Spanish



The children will learn to talk about jobs they would or wouldn't like to do, recall countries in Spanish, and say where they'd like to travel or live. They will also discuss future studies and explore Christmas traditions in Spain.

Music



In music, year 6 will be comparing wartime songs & sing as an ensemble. They will explore how events in history influence music and compare two versions of the same song. Children will compare two compositions inspired by the same events and sing dynamics and expression.

Computing: 3D Digital Modelling



Children will be using programs such as 'TinkerCAD' to digitally manipulate 3D shapes and create their own design. They will then apply these skills to plan, design, make and modify their D&T toy design using digital 3D modelling.