



**Barnet Hill Academy Termly Overview**

**Year 6 Spring 2**

	<b>Week 1</b>	<b>Week 2</b>	<b>Week 3</b>	<b>Week 4</b>	<b>Week 5</b>	<b>Week 6</b>
<b>Reading</b>	<b>Non-fiction</b>  Exploring vocabulary Fluency practise Extended reading Exploring	<b>Non-fiction</b>  Exploring vocabulary Fluency practise Extended reading Exploring	<b>Fiction</b>  Exploring vocabulary Fluency practise Extended reading Exploring	<b>Fiction</b>  Exploring vocabulary Fluency practise Extended reading Exploring	<b>Poetry</b>  Exploring vocabulary Fluency practise Extended reading Exploring	<b>Recap</b> Exploring vocabulary Fluency practise Extended reading Exploring
<b>Writing</b>	<b>Non-Fiction: Non-Chronological report</b>  Children will consolidate writing a non-chronological report based on an Antarctic animal.	<b>Fiction: Adventure story</b>  Children will be immersed in writing an adventure story based on Shackleton's journey. They will explore the key features and develop their understanding of the text type.	<b>Fiction: Adventure story</b>  Children will be using the setting and character toolkit to plan and write an adventure story.	<b>Non-Fiction: Explantion text</b>  Children will be exploring explanation texts to identify their common features.	<b>Non-Fiction: Balanced arguments</b>  Children will be immersed in their new style on writing. They will plan and write a time slip	<b>Fiction: Prequel</b>  Children will be writing a prequel based on the story 'How to live forever'.
<b>Maths</b>	<b>Decimals</b>  Children will use their previous knowledge to explore a variety of contexts and problems.	<b>Fractions decimals and percentages</b>  Children explored common equivalents between fractions and decimals. In this small step, they extend this learning to include more complex equivalents.	<b>Fractions decimals and percentages</b>  Children use their understanding of percentages to find the whole number from a given percentage. Further they will explore the link between fraction,	<b>Area, perimeter and volume</b>  Children explore methods for finding the perimeters and areas of rectangles and rectilinear shapes and compare their efficiency	<b>Area, perimeter and volume</b>  Children then explore shapes where they can find the volume by multiplying the volume of a single layer by the number of equal layers.	<b>Statistics</b>  Children build on learning from earlier in the key stage as they explore more charts, looking at the different information that can be seen from them.



			decimals and percentages.			
<b>Science</b>  The circulatory system Diet drug and life style	<b>What is the circulatory system?</b>  By the end of this lesson, children will be able to name the main parts of the human circulatory system and explain how the system work.  <b>Enquiry Skill:</b> Grouping and classifying	<b>How does our heart work?</b>  By the end of this lesson, children will be able to name the main parts of the heart and explain how the heart pumps blood.  <b>Enquiry Skill:</b> Grouping and classifying	<b>How does exercise affect my heart rate?</b>  By the end of this lesson, children will be able to find their pulse, calculate their heart rate and investigate different activities to see which increases the heart rate  <b>Enquiry Skill:</b> Grouping and classifying	<b>What does the blood transport around the body?</b>  By the end of this lesson, children will be able to explain how the blood plays a role in transporting nutrients and water around the body.  <b>Enquiry Skill:</b> Investigating	<b>How can I live a healthy lifestyle?</b>  By the end of this lesson, children will be able to describe how we can keep healthy by exercising, eating a healthy diet and taking care of our hygiene.  <b>Enquiry Skill:</b> Observing overtime	<b>What can damage our health?</b>  By the end of this lesson, children will be able to identify different things that people do that can lead to them being unhealthy.  <b>Enquiry Skill:</b> Investigating
<b>Computing</b>	<b>Introducing variables</b>	<b>Variables in programming</b>	<b>Improving a game</b>	<b>Designing a game</b>	<b>Design to code</b>	<b>Designing a game</b>
<b>Geography</b>	<b>How is the global population changing?</b> To understand the change and distribution of the global population.	<b>What is birth and death rates?</b> To define birth and death rates and describe why they change.	<b>Why do people migrate?</b> To recognise the push and pull factors influencing migration.	<b>How is climate change impacting the population?</b> To begin to understand the impact climate change can have on the global population	<b>How is population impacting our environment? Data collection</b> To collect data showing how population impacts the amount of traffic and litter in an area.	<b>How is population impacting our environment? Findings</b> To write a report on the fieldwork process, analyse findings and make



						suggestions to improve a situation.
DT	<b>Complementary flavours</b> To explain the use of complementary flavours.	<b>Three ingredients; three courses</b> To research and design a three-course meal.	<b>Ingredients and skills</b> To explain recipe choices.	<b>To start...</b> To apply culinary skills and knowledge.	<b>The main course</b> To apply culinary skills and knowledge	<b>Dessert</b> To apply culinary skills and knowledge.
PSHE	<b>Navigating feelings about money</b> To identify feelings around money and discuss their impact.	<b>Keeping money safe</b> To recognise how to safeguard money in digital and physical environments.	<b>Imagining our financial future</b> To identify how money-related matters develop at secondary school.	<b>The risks of gambling</b> To recognise the risks of gambling.	<b>Workplace environments</b> To explore how different careers, operate in a workplace.	<b>Career routes</b> To explore different career routes and their requirements.
PE	<b>Track and return a ball</b> Pupils will use the actions of catching, bowling and getting a player out, whilst increasing their heart rate and raising alertness.	<b>Track and collect</b> Pupils develop the skill of tracking and retrieving a ball, and turning to aim at a target.	<b>Awesome aiming</b> 'Awesome aiming' is a great personal challenge that allows pupils to work in pairs to evaluate one another's retrieving and accurate returning skills.	<b>Rapid retrieve</b> This striking and fielding game is a great way for pupils to practise their fielding and accurate returning skills. A fun and competitive game, 'Rapid retrieve' is played in groups of six; players score as pairs, and rotate the roles of fielder, batter and runner.	<b>Pair and share</b> 'Pair and share' give pupils a chance to reflect on what they have learned and to listen to another pupil's ideas.	<b>Skittles</b> This is a quick and fun activity that will help develop your fielding skills. It is similar to a game of skittles or 10-pin bowling.