

Long Term Scheme of Learning YEAR 2021 – 2022 Year 6

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
	8 weeks	7 weeks	6 weeks	6 weeks	5 weeks	7 weeks 1 day(inset)
Special						Residential
Events					SATs	Graduation
	Text:	Text:	Text:	Text:	Text:	Text:
	The Lost Happy Endings	Macbeth	How to live forever	The Firework Maker's Daughter	The Tempest	Floodland
		Ignition Activity:	The Promise	Ignition Activity: chalk art of	Ignition Activity:	Ignition Activity:
	Ignition activity: watercolour	Drama – witch scene		fireworks	Tempest art on wood	Looking at pictures of flooded
	painting the forest		Ignition activity:			locations
		Main Fiction Outcome		Main Fiction Outcome:	Main Fiction Outcome:	
	Main Fiction Outcome	Narrative	Main Fiction Outcome	Narrative (retelling the Grotto scene	Narrative	Main Fiction Outcomes
	Narrative		Narrative (alternative ending for	from the perspective of a fire fiend)		Narrative – innovation (opposites)
	Main Non-Fiction Outcome	Main Non-Fiction Outcome Persuasive letter from Lady	Live Forever; write a sequel to continue the story for Promise)	Main Non-Fiction Outcomes:	Main Non-Fiction Outcomes: Explanation (geography/science)	Main Non-fiction Outcomes:
- sh	Persuasion (traditional tale villain)	Macbeth to Macbeth (after she has	continue the story for Fromise)	Discussion	Explanation (geography/science)	Persuasion
l il	rersausion (traditional tale villality	started to sleepwalk)	Main Non-Fiction	Discussion	Incidental writing opportunities:	reisdusion
English	Incidental Writing opportunities	,	Outcome	Incidental writing opportunities:	Persuasion	Incidental writing opportunities:
ш	Setting and character description	Incidental writing opportunities:	Discussion (pros and cons of			Character Description
		Newspaper report	living forever)	Showcase:	Showcase:	Setting description
	Showcase:	Description (setting, character)		School legacy display with art	Online presentations (ppt)	Poetry (found poems)
	Display in hall	a.	Incidental writing			
		Showcase:	opportunities:			Showcase:
		TV news reports (make videos)	Setting description Figurative language			Display in hall
			Character descriptions			
			Character descriptions			
			Showcase:			
			Display in hall			
	Number: place value	Number: fractions	Number: decimals	Measurement : perimeter, area	Geometry : properties of shape	Consolidation
	Number : four operations	Geometry: position and direction	Number: percentages	and volume		Investigations
atl			Number: algebra	Number: ratio	Consolidation / SATS	Preparation for KS3
Mat			Measurement : converting units	Statistics		
	Biology : Classifying living things	Biology:	Chemistry: Matter and change	Chemistry : Matter and change	Biology:	Biology:
Science		Evolution and Inheritance	(atoms, elements, solutions)	(atoms, elements, solutions)	Plant structure and processes	Human body: Hormones and reproduction
Scie				Continued from T3		
O 1						

	Stone age to iron age	Locational knowledge of the	Ancient Egypt (Old Kingdom)	Mountains, volcanoes and	Ancient Greece	Climate change
	\\\ - \\ - \\ - \\ - \\ - \\ - \\ - \\	UK (counties of UK and	Harrista in the second of life in a	earthquakes	NAVID at the country of the country	
	Were stone age people primitive?	highland areas)	How do we know what life was like in Ancient Egypt?		What have the Ancient Greeks done for us?	
	primitive:		TIKE III AIICIEIT LEGYPT:		ioi us:	
	Knowledge:		Knowledge:		Knowledge:	
	Three periods (stone		Landmarks: evolution		 Composition of Ancient 	
	age, bronze age, iron age)		of pyramids		Greece	
	Division of stone age		• Farming and		Government	
	into		irrigation		systems (democracy)	
	paleolithic, Mesolithic, Neol		Technology: shaduf,		Ancient Greek religion	
	ithic		papyrus, boats,		Philosophy	
	Stonehenge		construction tools for		Architecture	
	 Technologies 		building pyramids			
	(smelting weapon		Creation of		• Legacy	
	and tools; clothes; homes)		hieroglyphics and the story		Olympics	
	Invention of farming		of their translation			
	and its consequences		Social and economics:		Significant person: Alexander the	
	6		king, slaves, military;		Great	
	Significant person: Cheddar man		people as farmers; agrarian			
	Skills:		society		Skills:	
2	Chronology (timeline		Significant person: Djoser		 Chronology (timeline of 	
Geo/History	of stone age to iron age)				the period)	
S	Ask historically		Skills:		 Ask historically 	
\equiv	valid questions		 Chronology (timeline 		valid questions	
0	Historical significance		of the period)		 Make links between past 	
Ğ	of stonehenge		 Ask historically 		and present – Greek and	
	Analyse and ask		valid questions		modern architecture; Athenian	
	questions about primary		• Ethical dimension:		and modern democracy	
	source evidence		Rosetta stone and its		 Similarity and difference – Greek and modern religions; 	
	 Taking an historical 		location in British museum		Olympics	
	perspective – writing as if		Continuity and change		 Analyse and ask questions 	
	living in the time		– evolution of pyramids		about primary source evidence	
	Cause and effect –		Analyse and ask		, ,	
	discovery/use of bronze		questions about primary source evidence			
	and iron; effect of invention		Cause and effect –			
	of farming		technology (shaduf); effect			
	• <u>https://kids.kiddle.co</u>		of irrigation (on farming			
	/Stone Age		and then resultant effect)			
	https://www.english-					
	heritage.org.uk/me					
	mbers-					
	<u>area/kids/prehistoric</u>					
	-england/					
	https://www.bbc.co.					
	uk/bitesize/topics/z8					
	<u>2hsbk</u>					

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	 https://academickids 					
	<u>.com/encyclopedia/i</u>					
	ndex.php/Prehistory					
	https://www.natgeo					
	<u>kids.com/uk/primary</u>					
	=					
	<u>resource/prehistoric</u>					
	<u>-britain-primary-</u>					
	<u>resource/</u>					
	 https://www.history. 					
	<u>com/news/prehistori</u>					
	<u>c-ages-timeline</u>					
	•					
	Recap	Planets	Romans? Why would I be teaching	Musical instruments	Ancient Greece and Olympics	Story time – Jack and the
ب. ا			this?			beanstalk
MFL						
	ART	ART	ART	ART	DESIGN	DESIGN
ב ב	Drawing					
· · ·		Drawing	Painting	Print	Textiles	3D Sculpture. Barbara
rt es	Lean Dubuffet and MC Fasher	Drawing		Print	Textiles	Hepworth and Henry
Art and Design	Jean Dubuffet and MC Escher	Drawing	Painting Monet			
Art				Print Banksy	Textiles Batik printing/sewing	Hepworth and Henry
Art	How does religion affect the world?	Drawing Important journeys				Hepworth and Henry
		Important journeys				Hepworth and Henry
RE Art	How does religion affect the world? (A series of case studies)					Hepworth and Henry
	How does religion affect the world?	Important journeys				Hepworth and Henry
RE	How does religion affect the world? (A series of case studies)	Important journeys				Hepworth and Henry
	How does religion affect the world? (A series of case studies) Drop down last day of term	Important journeys Drop down last day of term	Monet	Banksy	Batik printing/sewing	Hepworth and Henry Moore.

	Learning Pohaviour Metivation	Lagrania a Dalagrico a Colletto cost	Lagranian Delegaies a colf and a col	Language Dalancia y Davilla ca	La amaina a Dalas de la Frencia	Learning Pohaviour
	Learning Behaviour: Motivation/ Aspiration	Learning Behaviour: Collaboration	Learning Behaviour: self-evaluation	Learning Behaviour: Resilience	Learning Behaviour: Focus	Learning Behaviour:
	FVA Value: Respect	FVA Value: Thankfulness	FVA Value: Honesty	FVA Value: Responsibility	FVA Value: Kindness	Curiosity
		rva value. Manktulliess	rva value. Hollesty	rva value. Responsibility	rva value. Nitidiless	DVA Value Humailitu
	No outsiders book: My princess	No outsiders book: The whisperer	No outsiders book: The island	No outsiders book: Love you forever	No outsiders book: Dreams of Freedom	FVA Value: Humility
	boy	No outsiders book. The whisperer	No outsiders book. The Island	TWO Outsiders book. Love you forever	No outsiders book. Dreams of freedom	No outsiders book: n/a
'ë	,	Big question: Should I be thankful for my	Big question: Is the truth the same for	Big question: What is your responsibility in	Big question: Should we be kind to people who	TVO Odtsiders book. 11/4
Citizenship	Big question: Should we respect	basic human rights?	everyone?	the world's problems/issues?	have done wrong?	Bake a cake from scratch
l la	everyone?					bake a cake from scratch
Ľ.						Ride a horse
5	Do you need to like someone to respect them?					
4	them:	Creative Youth Network visits				Visit a farm
FVA						
"						Walk in the countryside
						Big question: Can you be
						confident and have
						humility?
ши	Being me	Celebrating Difference	Dreams and Goals	Healthy Me	Relationships	Changing Me
PSHE (Jigs						
	C and the second that 'Charle Cada'	I aminal was a mina (Camana stational		I 5	B: 1: 1 11:	C = aline at / C = ten ten the still a ten a l
	E-safety – watch the 'Stay Safe'	Logical reasoning (Computational	Using sequences in programming	Digital Literacy:	Digital Literacy:	Coding (Computational
	E-safety – watch the 'Stay Safe' video	Logical reasoning (Computational Thinking)	Using sequences in programming (Computational Thinking)			Coding (Computational Thinking)
	video	Thinking)	(Computational Thinking)	Write an introduction to own magical	Digital Literacy: Research PowerPoint: Presentation	Thinking)
		Thinking) Barefoot - use logical reasoning to	(Computational Thinking) Barefoot - use sequence, selection,			Thinking) Barefoot - design, write
	video	Thinking) Barefoot - use logical reasoning to explain how some simple	(Computational Thinking) Barefoot - use sequence, selection, and repetition in programs; work	Write an introduction to own magical		Thinking) Barefoot - design, write and debug programs that
ng	video	Thinking) Barefoot - use logical reasoning to explain how some simple algorithms work and to detect and	(Computational Thinking) Barefoot - use sequence, selection, and repetition in programs; work with variables and various forms of	Write an introduction to own magical	Research PowerPoint: Presentation	Thinking) Barefoot - design, write and debug programs that accomplish specific goals,
ıting	video	Thinking) Barefoot - use logical reasoning to explain how some simple	(Computational Thinking) Barefoot - use sequence, selection, and repetition in programs; work	Write an introduction to own magical	Research PowerPoint: Presentation E safety – Read CEOP. How can CEOP help	Thinking) Barefoot - design, write and debug programs that accomplish specific goals,
puting	video	Thinking) Barefoot - use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs	(Computational Thinking) Barefoot - use sequence, selection, and repetition in programs; work with variables and various forms of	Write an introduction to own magical	Research PowerPoint: Presentation	Thinking) Barefoot - design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems
mputing	video	Thinking) Barefoot - use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs Esafety - do the 'Think U know'	(Computational Thinking) Barefoot - use sequence, selection, and repetition in programs; work with variables and various forms of	Write an introduction to own magical	Research PowerPoint: Presentation E safety – Read CEOP. How can CEOP help	Thinking) Barefoot - design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them
Computing	video	Thinking) Barefoot - use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs	(Computational Thinking) Barefoot - use sequence, selection, and repetition in programs; work with variables and various forms of	Write an introduction to own magical	Research PowerPoint: Presentation E safety – Read CEOP. How can CEOP help me?	Thinking) Barefoot - design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems
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Computing	video	Thinking) Barefoot - use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs Esafety - do the 'Think U know'	(Computational Thinking) Barefoot - use sequence, selection, and repetition in programs; work with variables and various forms of	Write an introduction to own magical	Research PowerPoint: Presentation E safety – Read CEOP. How can CEOP help me? https://www.ceop.police.uk/Safety-	Thinking) Barefoot - design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts Esafety: Let's fight it together video. Cup of tea
Computing	video	Thinking) Barefoot - use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs Esafety - do the 'Think U know'	(Computational Thinking) Barefoot - use sequence, selection, and repetition in programs; work with variables and various forms of	Write an introduction to own magical	Research PowerPoint: Presentation E safety – Read CEOP. How can CEOP help me? https://www.ceop.police.uk/Safety-	Thinking) Barefoot - design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts Esafety: Let's fight it
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Computi	video	Thinking) Barefoot - use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs Esafety - do the 'Think U know'	(Computational Thinking) Barefoot - use sequence, selection, and repetition in programs; work with variables and various forms of	Write an introduction to own magical	Research PowerPoint: Presentation E safety – Read CEOP. How can CEOP help me? https://www.ceop.police.uk/Safety-	Thinking) Barefoot - design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts Esafety: Let's fight it together video. Cup of tea (consent).
Computi	video	Thinking) Barefoot - use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs Esafety - do the 'Think U know'	(Computational Thinking) Barefoot - use sequence, selection, and repetition in programs; work with variables and various forms of	Write an introduction to own magical	Research PowerPoint: Presentation E safety – Read CEOP. How can CEOP help me? https://www.ceop.police.uk/Safety-	Thinking) Barefoot - design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts Esafety: Let's fight it together video. Cup of tea (consent).
Forest Computing school	video	Thinking) Barefoot - use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs Esafety - do the 'Think U know'	(Computational Thinking) Barefoot - use sequence, selection, and repetition in programs; work with variables and various forms of	Write an introduction to own magical	Research PowerPoint: Presentation E safety – Read CEOP. How can CEOP help me? https://www.ceop.police.uk/Safety-	Thinking) Barefoot - design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts Esafety: Let's fight it together video. Cup of tea (consent).

	Music with Aiden (PPA Mondays)	First day of term – music drop	First day of term – music drop	First day of term – music drop down	First day of term – music drop down day	First day of term – music
Music		down day	down day	day		drop down day
	Teacher Assessment of	Teacher Assessment of	Teacher Assessment of	Teacher Assessment of Writing	Teacher Assessment of Writing	Teacher assessment
	Writing	Writing	Writing			for writing
				R2P Maths assessments	R2P Maths assessments	
	R2P Maths assessments	R2P Maths assessments	R2P Maths assessments	PM Benchmark	PM Benchmark – where necessary	R2P Maths assessments
dar	PM Benchmark	PM Benchmark	PM Benchmark – where	KS2 SATs – 2019 paper:	2022 KS2 SATS	
calendar	15/10/2021	KS2 SATs – 2017 paper:	necessary			PM Benchmark
	Y1-6 DOYA on SIMS	Y6 assessment period:	KS2 SATs – 2018 paper:	Y6 assessment period: 07/03/2022-18/03/2022	09/05/2022 - 12/05/2022	15/07/22
Assessment		15/11/2021-26/11/2021	Y6 assessment period: 17/01/2022-28/01/2022	Test data entry deadline: 18/03/2022		Y1-6 DOYA Deadline
Ses		Test data entry deadline:	Test data entry deadline:			
As		26/11/2021	28/01/2022	01/04/2022		
		10/12/2021		Y1-6 DOYA on SIMS		
		Y1-6 DOYA on SIMS				