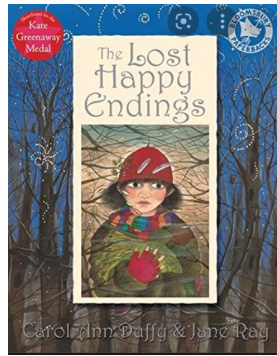


Long Term Scheme of Learning Year 6 (2022-2023)

Term 1 (7.5 weeks)	Term 2 (7 weeks)	Term 3 (6 weeks)	Term 4 (6 weeks)	Term 5 (5 weeks)	Term 6 (7 weeks)
<p>Inset: 01/09, 02/09, 21/10/22</p> <p>First day of term: 05/09/22</p> <p>Last day of term: 19/10/21</p> <p>Conference: 20/10/21</p>	<p>First day of term: 31/10/22</p> <p>Last day of term: 16/12/22</p>	<p>Inset: 03/01/23</p> <p>First day of term: 04/01</p> <p>Last day of term: 10/02</p>	<p>Inset: 20/02/23</p> <p>First day of term: 21/2</p> <p>Last day of term: 31/3</p>	<p>First day of term: 17/04</p> <p>Last day of term: 26/05</p> <p>SATS</p>	<p>First day of term: 05/06/23</p> <p>Last day of term: 21/07</p> <p>Conference: 07/07</p>

Text:
Lost Happy Endings



Ignition Activity:

Water Colour painting the forest.
Explore fairy tales from different cultures.

Opportunities for writing:

- **Main Fiction:**
Narrative (conquer the monster OR subverted fairy tale)

- **Main Non-Fiction:**
Persuasive (traditional tale villain)

- **Incidental writing:**
Setting and character description, poetry

Text:
Macbeth



Ignition activity:

Three Witches Drama

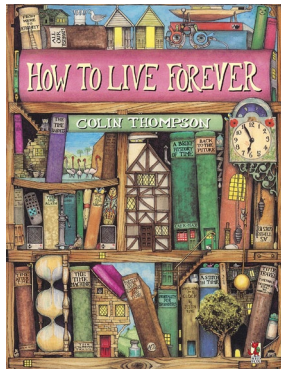
Opportunities for writing:

- **Main Fiction:**
Narrative
Play Script

- **Main Non-Fiction:**
Non-chronological report (newspaper)
Persuasive Letter.

- **Incidental writing:**
description (setting, character), discussion (written/oral)

Text:
How to Live Forever



Ignition activity:

Create an imaginary world from the book.

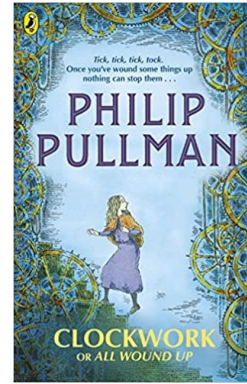
Opportunities for writing:

- **Main Fiction:**
Narrative (alternative ending OR innovated finding story)

- **Main Non-Fiction:**
Discussion

- **Incidental writing:**
Setting description, character description, figurative language, instructions (how to live forever)

Text:
Clockwork



Ignition Activity:

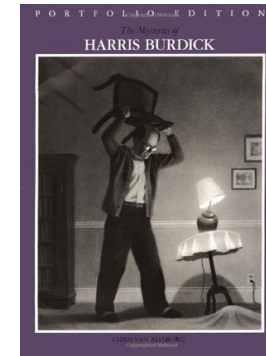
examples of clockwork, cogs etc. Consider the metaphor – create steampunk inspired art.

Opportunities for writing:

- **Main Fiction:**
Narrative (suspense focus)

- **Main Non-Fiction:**
Formal letter recount (to Dr Kalmenius from the Royal Physician recounting the strange events)

Text:
The Mysteries of Harris Burdick



Ignition Activity:

Image study and inference. Use images to create freeze-frames/dramatization.

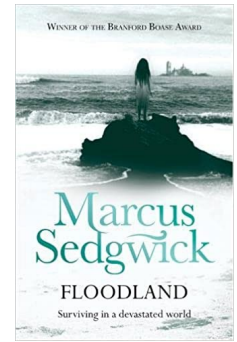
Opportunities for writing:

- **Main Fiction:**
Narratives (conquering a monster, finding tale, rags to riches, tale of fear, journey)

- **Non-Fiction:**
Newspaper report (about the mystery)

- **Incidental writing:**
Character descriptions, discussions (oral and

Text:
Floodland



Ignition Activity.

Study images of flooded locations. Drama activity creating freeze-frames

Main Fiction Outcome:

Main Fiction: Narrative – Innovation (opposites)

- **Main Non-Fiction:**
Explanation

Incidental writing:

Character and setting description, poetry (found poems, ottava rima), Report / Letter

	(Ode to Happy Endings, limericks) Oracy Share stories.	Oracy: Perform play script.	Oracy: Debate	- Incidental writing: Travel brochure, explanation, character / setting description Oracy: Debate	written), Explanations / summaries, Poetry  <small>A Shakespeare Story ANDREW MATTHEWS • TONY ROSS</small>	Oracy: Performance.
Maths	See Maths LTP 2 weeks: (engagement/oracy/resilience) 2 weeks: Number and Place Value. 3 weeks: 4 operations Friday reasoning TTRS	See Maths LTP 1 week: 4 operations 4 weeks: fractions 1 week: geometry (position and direction) 1 week: consolidate and review. Friday reasoning TTRS	See Maths LTP 2 weeks: decimals 2 weeks: percentages 2 weeks: algebra 1 week: measure (converting units) Friday reasoning TTRS	See Maths LTP 2 weeks: Measure (perimeter, area, volume) 2 weeks: ratio 2 weeks: geometry (properties of shape) Friday reasoning TTRS	See Maths LTP 2 weeks: statistics SATS 2 weeks: geometry (properties of shape) Friday reasoning TTRS	See Maths LTP Review, consolidation, transition. Friday reasoning TTRS
Science	Classifying Living Things	Evolution and Inheritance	Properties of Matter and Change	Properties of Matter and Change	Plants, Structures and Processes	Human Body, hormones and reproduction
History And Geography	History: Stone Age to Iron Age Changes in Britain from the Stone Age (2.5 million - 2300BC), Bronze Age to the start of Iron Age (800 BC)	Geography: Study of Place: Location Knowledge of the UK. West coast of England).Case Study of a mountainous area.	History: Ancient Egyptians (Old Kingdom) To contrast with Britain.	Geography: Study of Physical Environment. Mountains, Volcanoes and Earthquakes.	History: Ancient Greece Era study: Ancient Greek life and achievements and their influence on the western world (800 BC - 146 AD)	Geography: Study of Physical features, sustainability and interconnection: Climate Change

Art and DT	Art	DT	Art	DT	Art	DT
RE	Creation Stories around the world Abrahamic religions and creation stories	Judaism and its teachings	Why do religious books and teaching matter?	How do people express their beliefs and identity?	Why are some journeys and places special?	What do people believe about life?
PE	Real PE Games: Ball Skills/netball	Real PE Gymnastics	Forest School Forest School	Real PE Swimming	Real PE Swimming	Real PE Outdoor and Adventurous Activities/Athletics
FVA Citizenship	Learning Behaviour: Motivation/Aspiration FVA Value: Friendship	Learning Behaviour: Collaboration FVA Value: Fairness and Justice	Learning Behaviour: self-evaluation FVA Value: Contribution	Learning Behaviour: Resilience FVA Value: Loyalty	Learning Behaviour: Focus FVA Value: Courage	Learning Behaviour: Curiosity FVA Value: Forgiveness
PSHE	Jigsaw: Being Me	Jigsaw: Goals and Dream	Jigsaw: Celebration Difference	Jigsaw: relationship	Jigsaw : Changing Me	Jigsaw: healthy Me
Computing						