

As readers we will:

- wonder and make predictions about the text from the front cover.
- summarise the main ideas from more than one paragraph.
- give/explain the meaning of words in context.
- infer from details expressed or implied.
- draw inferences such as inferring characters' feelings, thoughts and motives from their actions, and justifying inferences with evidence.
- retrieve key information from fiction texts.

As sportspeople we will:

- Show control and variation of speed, power, and movement playing short tennis (single and doubles).
- Understand where to stand (coordination and timing) when attacking and defending, showing strategy and tactical awareness.

As historians we will:

- know what happened in Lindisfarne.
- know what a Viking longship looked like.
- know the reasons why the Vikings chose to live in Britain.
- know that history can sometimes be fictional.
- know why Alfred was called 'great'.

In computing we will:

- learn about our responsibilities and support when online
- understand the need to protect privacy
- learn how to cite sources
- Ensure reliability through using different methods of communication.

As mathematicians we will focus on:

- reading, writing, ordering and comparing numbers up to 10 000 000
- rounding any whole number to a required degree of accuracy
- using negative numbers in context
- multiplying multi-digit numbers up to 4 digits by a two-digit whole number
- dividing numbers up to 4 digits by a two-digit whole number, interpreting remainders according to the context
- performing mental calculations, including with mixed operations and large numbers
- identifying common factors, common multiples and prime numbers
- solving addition and subtraction multi-step problems in contexts.

## Year 6

Our topic this term is...

What did the Vikings want?



As designers we will:

- know the purpose of an alarm system.
- know the materials and resources we will need to create an alarm system.
- know how to create a circuit which operates as an alarm when movement is detected.
- know the advantages and disadvantages of current alarm systems.

As artists we will:

- learn about Augusta Savage
- explore using clay to create a 3D model.

As scientists we will:

- Compare and give reasons for variations in how components function, including the brightness of bulbs, the loudness of buzzers and the on/off position of switches.
- Use recognised symbols when representing a simple circuit in a diagram.

As writers we will:

- Write a character description based on the character of Grendel in Beowulf.

We will plan our writing by:

- Identifying the audience for and purpose of the writing, selecting the appropriate form and using other similar writing as models for our own.

We will draft and write by:

- Selecting appropriate grammar and vocabulary, understanding how such choices can change and enhance meaning.

We will evaluate and edit by:

- Assessing the effectiveness of our own and others' writing.
- Proposing changes to vocabulary, grammar and punctuation to enhance effects and clarify meaning.

As musicians we will:

- explore how music reflects time and cultures.
- explain how music has changed over time.
- Be able to express an opinion on a composers' music.
- learn about the Year 6 Composers – Beethoven and Benjamin Britten

In R.E we will:

- explain how the Bible helps Christians to understand God
- explain how and why people worship.
- compare churches to other places of worship
- explain how beliefs affect the lives of people of different faiths and no faith.