Curriculum Newsletter for Year 6 - Spring 1- 2018

Dear Parents and Carers,

Welcome to the first half term of the New Year. We would like to share our Curriculum overview with you and some key dates for this half term.

PE day is Tuesday so please ensure your child has their full PE kit with them.

Homework will go out Thursday and pupils will be expected to return their homework to school on Tuesday. Please ensure all homework is complete and back at school in time.

Our Topic for this half term is Spain.

Please take a look at our Curriculum Map for this half term.

In Literacy we will be learning about persuasive writing thinking about the Spanish tradition of bullfighting. We will then be writing newspaper reports.

We will be working on our grammar skills regularly, looking at word classes and features of a sentence to improve the structures of the sentences we write.

In Numeracy, we will begin by looking at place value and the four operations in various real-life contexts. We will be doing lots of problem solving to secure these skills. We will also have weekly arithmetic sessions to practice our fractions and percentages.

In Jewish Studies, we are applying our monthly values to the Chumash narrative, learning new tefillot and preparing for Tu beShvat and Purim.

In PE we will be working on Gymnastics.

Our Science work will be on light, shadows and how we see. Please note that Science day will be on the 31st of January, where the day will be packed with interactive science activities.

Our topic: Spain

In RE, we will learn about different Islamic festivals and events.

In PSHCE, our theme is 'Let's work' which will cover democracy and how we can make a difference in our local area. Our focus for SEAL is about 'Going for Goals'.

In Humanities, our focus is geography where we will be learning about Spain. We will be comparing and contrasting the Spanish culture with the UK.

In Art, we will be learning different techniques of sewing to plan and make creations linked to our topic.

In ICT we will be programming our own games using Scratch.