

# Year 6: Spring



## Maths

- Ratio
- Algebra
- Decimals
- Fractions, decimals, percentages
- Area, perimeter, volume
- Statistics

## Science

- Evolution, adaption and inheritance
- The work of Charles Darwin
- Animals including humans

## Design and Technology

- Steady Hand Game

## Art

Salvador Dali

- Surrealism
- Sculpture
- Social Commentary

## Spanish

- At the cafe

## PSHE

- How does the media influence people?

## P.E.

- Dance
- Handball

## Computing

- Computing systems and networks - Communication and collaboration
- Programming A - Variables in games
- Programming B - Sensing movement
- Creating Media-3D Modelling

## History

### Anglo-Saxons and Vikings

- Create a timeline from dates, details, eras showing knowledge of how to check for accuracy
- Describe how their own lives has been influenced by a significant individual or movement
- Provide reasons and outcomes of the main events and changes in historical periods, describing the negative and positive impacts on contemporary societies
- Describes main developments during and between periods in history, using words such as: social, religious, political, technological and cultural
- Use and evaluate different source acknowledging different points of views and forming own opinions

## English

- Horror story
- Discussion giving two sides of the argument

Model Material:  
Alma  
The Island