

## Computing

- understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration

WOW!

Play in a day!

Arrange link up with Police/local Magistrates Court - can chn do a role-play/see the inside of a court room?

## History

An aspect of British History that extends pupils knowledge beyond 1066.

Example: changes in an aspect of social history, such as crime and punishment from the Anglo-Saxons to the present or leisure

## Science - Evolution and Inheritance

Pupils should be taught to:

- recognise that living things have changed over time and that fossils provide information about living things that inhabited the Earth millions of years ago
- recognise that living things produce offspring of the same kind, but normally offspring vary and are not identical to their parents
- identify how animals and plants are adapted to suit their environment in different ways and that adaptation may lead to evolution.

### Working Scientifically

Pupils should be taught to:

- recording data and results of increasing complexity using scientific diagrams and labels, classification keys, tables, scatter graphs, bar and line graphs
- identifying scientific evidence that has been used to support or refute ideas or arguments.

Year 6 Autumn 1

Crime and Punishment

## English - Information texts, Persuasion and Balanced Arguments

Cruel Crime and Painful Punishment (Horrible Histories) by Terry Deary

Banished, Beheaded or Boiled in Oil: A hair-raising history of crime and punishment throughout the ages! (Awfully Ancient) by Neil Tongue

The Highway Man by Alfred Noyles

## Art

- to create sketch books to record their observations and use them to review and revisit ideas
- to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]
- about great artists, architects and designers in history.