Science

Living things and their habitats

- Describe how living things are classified into broad groups according to common observable characteristics and based on similarities and differences, including micro-organisms, plants and animals
- Give reasons for classifying plants and animals based on specific characteristics
- Find out about the classification work of Carl Linnaeus

English
Our book this term will be: 'The Adventures of Odysseus'

- Vocabulary work linked to the Ancient Greeks
- Practise our reading skills using texts related to the Greeks and extracts from 'Odysseus', 'Greek Myths' and 'Who Let the Gods out?'
- Character profiles of Gods and Goddesses
- Adventure stories
- Non-fiction texts
- Diary writing
- Debate: Should the Trojan horse be welcomed into Troy?
- Letter writing on an 'ancient scroll'
- Edit and improve work

Mathematics
Recap of Fractions:

- Equivalent fractions
- Simplifying fractions
- Improper fractions to mixed numbers
- Mixed numbers to improper fractions
- Fractions on a number line
- Comparing and ordering
- Adding and subtracting fractions
- Adding and subtracting mixed numbers
- Multiplying and dividing fractions
- Fractions of amounts

PE

- PE on a Monday afternoon with Miss Golding and on a Friday with Mrs Ivil
- Games
- Greek Olympics

Oak Year 6
Groovy Greeks

Creative Arts

Art
- Modroc masks of Greek Gods and Goddesses
- Paint in ancient Greek style for a vase

DT
- Plan, make and evaluate a decoy vessel using a wheel-based axle

Humanities

History: Ancient Greeks

RE, PSHE and Citizenship

- **RE**: Our Christian value this term is **Trust**.

Computing

Text Adventures:

• a study of Greek life and achievements and their influence on the western world	• We will be learning about Hinduism **PSHE: Health and Wellbeing** **Drugs** • Managing risk: medicines • Managing risk: Legal and illegal drugs • Managing risk: Influences and pressure • Managing risks: Drugs and alcohol in the media	• To find out what a text adventure is • To plan a story adventure. • To make a story-based adventure • To introduce map-based text adventures • To code a map-based text adventure