

## **SATs**

Pupils will be focusing on the preparation for the SATs. We will cover strategies to support mental well-being and handling exam stress.

## **Topic**

This term we will be using our key text- *City of Stolen Magic*, to create exciting narrative dialogue.

## **Science**

We will be continuing with our science topic: light.

Pupils will have the opportunity to make a functioning periscope, finding out about mirrors and the angles of reflection and incidence. They will work scientifically and collaboratively to investigate refraction, carrying out experiments into the effect of bending light. Furthermore, they will have the chance to predict what will happen in an exciting investigation into the visible spectrum.

## **PE**

Year 6 will begin swimming lessons this term, we can't wait to see what progress you have made since year 5! Please remember that your child will need a swimming hat for these sessions.

This term the P.E. topic for year 6 will be athletics. The children will be learning to run, jump, catch and throw in isolation and combination. They will be demonstrating a range of throwing actions e.g. push, pull, sling using different equipment. Year 6 will understand the correct jumping technique to achieve maximum distance and height.

# Year 6 Summer 1

## **Maths**

This term year 6 will be preparing for the SATs. We will be revisiting:

- fractions, decimals and percentages
- four operations
- geometry and position
- multiplying and dividing by 10, 100 and 1000
- units of measure
- perimeter, area and volume
- ratio
- statistics
- properties of shape

## **RE**

In RE, our big question is '*How Has The Christian Message Survived For Over 2,000 Years?*'

Our value this term is courage.

## **PSHE**

We will be focusing on well-being including:

- feeling anxious
- recognising and controlling anger

## **Art**

Pupils will continue to focus on drawing and colour. They will be exploring whether or not graffiti is art or vandalism and recreate a piece of graffiti by a famous artist.