**Science:**

**The Nature Library** – importance of water for living organism

**Attainment Targets:**

• Read, spell and pronounce scientific vocabulary correctly

• Plan different types of scientific enquiries to answer questions, including recognising and controlling variables where necessary.

* Record data and results of increasing complexity using scientific diagrams and labels.
* Identify why animals and plants are dependent on water in their environment.

**History:**

1. Then vs Now

Timeline – See the changes in circuses throughout history. \* Children get different pictures and place them in order – justify their reasons.

Human/Animal Rights – Discuss the changes in laws and rights for each. \*Sorting Activity \*True/False \*Make up our own legislation.

**Attainment Targets (History) (ICT):**

* Children will be taught about an aspect/theme in British History.
* Understand how key events changes in legislation have helped shape the world.
* Use search technologies effectively.

**The Hook:**

All Year 6 teachers dressed in raincoat, wellington boots, holding umbrella. Variety of pictures related to water on display around the classroom.

Activity – #1. Write down as many words describing the use of water as you can.

#2. Children to write what they know about water, what they want to know and how they are going to find out.

**Literacy**

**Non-fiction books**

Explanation text – Water cycle

Chronological report – Movement of water from source to mouth

Newspaper article – Causes and effect of floods

Persuasive writing – For or Against the development of the dam to produce hydroelectric power

**Attainment Targets (English)**

* Identify the audience for and purpose of the writing, select the appropriate form and use other similar writing as models for their own.
* Use a wide range of devices to build cohesion within and across paragraphs.
* Use verbs and sequence connectives as sentence openers

**Water**

**Design and Technology:** Children will be creating their own structure of the movement of water from source to mouth.

Design – Children will create a plan for the river flow with measurements and possible materials listed.

Evaluate – Children will evaluate their plan and make changes to their plan – being able to justify their changes with regards to the structural elements and support.

Make – Children will build their structure using a variety of materials.

Evaluate – Children will complete a final evaluation of their projects.

**Attainment Targets:**

* use research and develop design criteria
* generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design
* select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities

**Art:**

Posters – Drink water campaign

Create an advertisement to encourage children to drink more water

Advert should include information about why water is good for your body.

Compare the benefits of drinking water with buying sugary fizzy drinks

**Attainment Targets:**

* Produce creative work, exploring their ideas and recording their experiences.
* Become proficient in drawing and other art techniques.
* Evaluate and analyse the posters using the language of art, craft and design.

**Geography:**

Mapping rivers and water sources in the UK

Identify the river linked to London

Uses of the river

Pollution of the river

Flooding – why and effects on people living in flooding zones

**Attainment Targets:**

* Locate rivers on the map of the UK.
* Define physical characteristics of the river Thames
* Interpret the range of sources of geographical information, including maps and diagrams.
* Communicate geographical information in a variety of ways, including writing at length.

**ICT:**

A river movie

Using the collection of reports poems, music and photographs accumulated on your topic on river, create a film using movie making/ editing software. The film will describe the rivers journey from the source to the end.

**Attainment Targets:**

* Understand and apply the fundamental principles and concepts of computer science.
* Evaluate and apply information technology, including new or unfamiliar technologies to solve problems.

**Physical Education:**

Cross country

Improving timing and fitness for long distance running

Encouraging drinking regime to prevent dehydration

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**Attainment Targets:**

* Develop competence to excel in long distance running.
* Engage in competitive sports and activities.
* Compare their performances with previous ones and demonstrate improvement to achieve their personal best.

**Music:**

\*Heavy Metal – chn could listen to some heavy metal music, picking out instruments and thinking about whether the Iron Man would like it.

\*Creating – chn create a piece of music using metal objects/other instruments for the film ‘The Iron Man’ **or** for a TV advert for their Robot creation.

\*Performing – chn perform their finished pieces to class/parents?

**Attainment Targets:**

* Listen with attention to detail and recall sounds and instruments with increasing aural memory.
* Improvise and compose music for a range of purposes.
* Play and perform in solo and ensemble contexts.