

## Maths

- To use common factors to simplify fractions
- Compare and order fractions, including fractions greater than 1.

## Science

- To recognise and use symbols of simple circuits in diagrams.
- To explore the impact of numbers of and voltage of cells on bulbs and buzzers.
- To compare and give reasons for variations in how components function.

## English

Writing to entertain through playscript, diary, narrative and graphic novel.

Grammar focus:

- Subordination by dashes or semi colons.
- Relative clauses (brackets and commas).
- Colons and hyphens.

Spelling sounds:  
er/est, ing, j ending.

## Humanities

Navigating the new school, looking at maps and grid references, orienteering and using the eight points of a compass.

# Do you have what it takes to be a graphic illustrator?

Year 6 Learning Experience 2

## RE / PSHE / British Values

Hinduism - Diwali

## Final Outcomes

Graphic novel in the style of illustrator Dave McKean

## Arts and DT

Exploring different illustrators within graphic novels

## Sports

Indoor: Fitness activities

Outdoor: Tag rugby

## MFL

Subjects and parts of the school, hours in Spanish, Spanish school timetables.

## Books / Literary Heritage

The Savage - David Almond

## Learning Behaviours

Exploring creativity and building motivation.