

## Thorpepark Academy LTP Year 6

	<b>Autumn 1 (8 weeks)</b>	<b>Autumn 2 (7 weeks)</b>	<b>Spring 1 (6 weeks)</b>	<b>Spring 2 (5 weeks)</b>	<b>Summer 1 (5 weeks)</b>	<b>Summer 2 (7 weeks)</b>
<b>Topic</b>	UK	Tudors	World War 2		Survival	
<b>Event</b>				World War 2 Day	Den Building	Leavers Assembly Prom Work for a day
<b>Trips</b>				The Hull People's Memorial (WW2 Talk)		Humber Bridge, Flamingo land
<b>Reading Spine</b>	Floodland	Floodland	Goodnight Mr Tom		Kensuke's Kingdom	
<b>Writing stimulus</b>	UK settlement research	Tudor related videos	Secondary Sources		Secondary Sources	
<b>English</b>	Week 1- Basic Skills Week 2/3- Warning Tale Week 4- Basic skills Week 5- Non- chronological Report Week 6- <b>Mock SATs</b> Week 7- Balance argument Week 8- Poetry	Week 1- Basic Skills Week 2/3 Beat the Monster Week 4- <b>Mock SATs</b> Week 5/6- Balanced Argument (Elvis was a bad singer) Week 7- Email to Santa	Week 1- Sonnet Poetry Week 2- <b>Mock SATs</b> Week 3- Basic Skills Week 4/ 5 Adventure Story	Week 1- SATS Preparation Week 2/3- SATS Preparation Week 4- SATS Preparation Week 5 - <b>Mock SATs</b>	Week 1- SATS Preparation Week 2- SATS Preparation Week 3- SATS Preparation Week 4- <b>SATs</b> Week 5 – Sonnet Poetry	Week 1- Kenning Poetry Week 2- Basic Skills Week 3- Formal Letter Week 4- Basic Skills Week 5- Recount Week 6- Transition Week 7- Leavers
<b>Maths</b>	Place Value / Four Operations	-	-	-	-	-
<b>Science</b>	Electricity	Light	Animals including humans	Animals including humans	Living things in their habitats	Evolution and inheritance
<b>History</b>		<b>British History Beyond 1066</b> -Tudors	<b>British History Beyond 1066/ Local History</b> -WW2 -Hull Blitz			
<b>HULL Curriculum</b>	Heroes of WW1				Press Gangs	

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<b>Geography</b>	<b>UK study: Settlements</b>				<b>Non European comparison: South America</b>	<b>Local Study: Pollution</b>	
<b>Computing</b>	<b>Microsoft Word</b> headers and footers, changing the layout of the document	<b>Microsoft Powerpoint</b> slide transitions	<b>Microsoft Excel</b> using formula to multiply and divide	<b>Computing systems and networks</b> <b>Communication and collaboration</b> Google searching and refining information found	<b>Programming-</b> interactive fairgrounds with operational circuit boards which need coding then applying to the ride.	<b>Programming-</b> Variables	
<b>Art</b>		<b>Painting</b> <b>Artist:</b> Hans Holbein the Younger <b>Outcome:</b> Tudor portraits	<b>Drawing/ Painting/ Collage</b> <b>Artists:</b> Banksy <b>Outcome:</b> a propaganda poster			<b>Sculpture</b> <b>Artists:</b> Henry Moore and Barbara Hepworth <b>Outcome:</b> A sculpture using wire and	
<b>DT</b>	<b>Textiles:</b> patterns and embellishments  <b>Outcome:</b> phone sock/covering			<b>Food Technology:</b> sweet and savoury  <b>Outcome:</b> WW2 recipes/dishes	<b>Mechanisms:</b> gears, programming  <b>Outcome:</b> Themepark attraction		
<b>Religion, beliefs and values</b>	Justice and freedom 8 weeks	Justice and freedom 3 Weeks	Christmas 4 Weeks	Living a Faith	Living a Faith	Hopes and visions	Hopes and visions
<b>Jigsaw</b>	Being me in my world	Anti- Bullying Week Celebrating difference	E safety Week Dreams and Goals	Healthy Me	Changing Me	Changing Me	
<b>Music Charanga</b>	Happy (Keyboard)	Classroom Jazz 2 (Keyboard)	A New Year Carol (Keyboard)	Happy (Keyboard)	You've got a friend (Keyboard)	Reflect, rewind and replay (Keyboard)	
<b>MFL</b>	Everyday Life	Where I live, where you live	Playing and enjoying sport	This is me, hobbies and fun	Café culture	Performance time	
<b>PE</b>	Tennis	Football	Swimming	Multi-skills	Athletics	Dance	

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<b>Thorpepark 50</b>					10. Den Building 25. Instrument 23. Ride a Bike	28. Nature reserve 40. Themepark 21. Tie a tie/Shoe Laces 48. Work Experience 31. Beat a Fear 32. Trip on a bus 2. Take a walk in the woods 4. Run through a pile of leaves 27. Walk over the Humber Bridge
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