

# Autumn Term 1 in Year 6 - Tudors



## English:

- A book study: The Velvet Thief (a historical fiction book).
- Writing skills: sentence structure and narrative writing skills, letter writing, cohesion in non-fiction texts, diary writing.
- Grammar, spelling and punctuation: word classes, speech punctuation, use of commas and homophones.

## Computing:

- Use variables and code.
- Create games, animations and simulations.
- Use code to make an object change direction and speed.
- Use variables to keep track of scores in the game.

## History:

- Place the Tudor period within a historical timeline.
- Consider some of the major events that happened and the effect they had.
- Visit to Kentwell Hall to experience a day in the life of a Tudor peasant.
- Compare the life of the rich and poor.
- Study the Tudor monarchy and their impact on society, the country and the world.

## Music:

- Study of music from the Tudor period (Renaissance music).
- Considering its features, exploring the instruments from this time and the sounds they make.
- Consider the purpose of the music.
- Compose our own piece of music for an occasion.
- Notate their compositions then perform and evaluate.

## Physical Education:

- Indoor PE- dance.
- Learning traditional Tudor dances.
- Outdoor PE- hockey.
- Develop dribbling, shooting, passing and receiving skills.
- Learn about positions and team organisation.
- Play some small sided games.

## PSHE:

- Friendships and relationships with others.
- Consider peer pressure and how to deal positively in different social situations.

## Mathematics:

- Reading, writing, comparing and rounding numbers (6 digits to decimals).
- Written methods of calculation for all 4 operations.
- Converting from 24 hour to 12 hour and calculating intervals of time using 24 hour clock.
- Read and write Roman numerals.
- Finding equivalent fractions, simplifying and ordering.
- Equivalent fractions, decimals and percentages. properties of number working with factors, multiples, prime, composite and negative numbers.
- Recognising and extending patterns, sequences and rules.
- Use approximations and estimates to check the accuracy of our workings.
- Solving worded problems.

## Science:

- Study of light.
- Explore the concept of how light travels, how we see and reflections and shadows.
- Investigate light sources.
- Experiment with bending light.

## Art & Design:

- Holbein Artist study.
- Practise our portraiture skills.
- Focus on line, tone, texture, light and dark, shadows and smudging for effect.
- Create a 'Tudor portrait'.

## Design & Technology:

- Designing and making bread.
- Investigate yeast as a raising agent.
- Create our own bread recipes.
- Eat and evaluate.

## Religious Education:

- The 5 pillars of Islam.
- Developing our understanding of their impact on the daily lives of Muslims.

## French:

- Extending our vocabulary relating to school life naming classroom objects.
- Learning to tell the time.
- Learning to describe the weather in simple terms.