

Spring Term 1 2025 - Year 6

Christian Value - Hope

Isaiah 40 v 31:

But those who **hope** in the Lord will renew their strength

ENGLISH - Holes by Louis Sachar

- interpret word meanings and details from a text.
- interpret a character's actions and feelings from a text.
- apply our writing skills to write a newspaper article.
- balance speech with action.
- identify direct and indirect speech.

MATHS - White Rose Maths/ Mastery

Continuing to consolidate *all four number* operations and revise for SAT'S.

- Ratio (2 weeks)
- Algebra (2 weeks)
- Decimals (2 weeks)

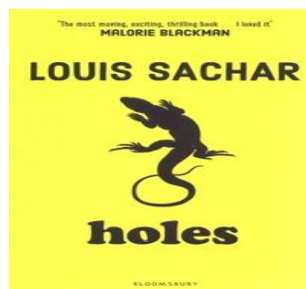
ARITHMETIC SKILLS- mastering long written methods for multiplying and dividing.

FRENCH – Habitats

Tell somebody in French examples of the most common habitats for plants and animals and give a named example of these habitats.

MUSIC – Tempa Rhythmic Patterns

Performing songs Disco Fever – La Bamba



Bispham Endowed
CE Primary School



GEOGRAPHY- Trade and Economics

- explain what trading is
- explain the difference between imports and exports
- list some goods exported from the UK
- list some goods imported to the UK
- use an atlas to find countries

PSHE – Keeping Safe!

- Think before you click!
- Drugs and alcohol

PE – OUTDOOR Basketball or Hockey
INDOOR – Genfit Dance

SCIENCE - Living Things and their Habitats

- Sort and group animals based on their features, using examples as a guide.
- Describe Carl Linnaeus and his development of his classification system.
- Investigate harmful microorganisms.

DESIGN TECHNOLOGY - Making Burgers

- understand and apply the principles of a healthy and varied diet
- prepare and cook dishes using a range of cooking techniques
- understand seasonality and know where and how a variety of ingredients are grown, reared, caught and processed.

COMPUTING – Programming

Variables in Games

Design and create a game using 'Scratch'

RELIGIOUS EDUCATION- Christianity

Ascension and Pentecost

The gifts of the Spirit

Flourishing Opportunities –

Visit from McDonald's staff (link to DT)