



Class 6 Autumn Term 2.

Anglo Saxon Britain



Our Key subject for the topic is: History

Our Key Learning skill for this half term is: Reflection

- Timeline of the Anglo Saxon Age and place it in the context of the general timeline of British history
- Where did the Saxons come from and where did they settle? Kingdoms across England
- What was Anglo Saxon Britain like? What was life like in Anglo Saxon Britain? Settlements and daily life.
- To use different sources and artefacts to build a knowledge and understanding of history by examining Sutton Hoo
- Key figures of Anglo Saxon England
- Anglo Saxon Runes

Industry and jobs found in coastal locations

Science: Light



- The seven anatomy of the eye
- How we see
- How shadows work
- Investigating shadows
- How light travels
- Reflecting light
- Refracting light

Art and design: Clay



- Design decorations for a clay box inspired by Anglo Saxon artefacts
- Use clay to make designs
- Make a box out of clay with a decorative lid
- Reflect on and appraise their work

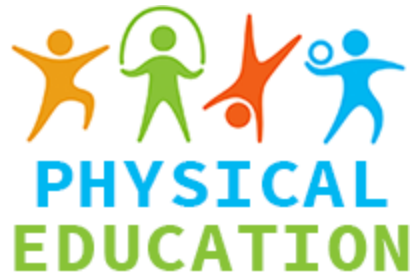
Computing: Search engines and E Safety



We will look at the basics of search engines and use them to research aspects of our geography topic on contrasting coasts.

We will also consider different aspects of E - Safety such as age limits and why they are important on internet based social media and gaming and the issue of cyber bullying

Team Games



- Practice basic throwing and catching skills with different size and types of ball.
- Develop skills of teamwork and communication for sport.
- Identify and develop techniques and tactics which are effective and further develop these for team performance.
- Identify areas for development in their own skills and work to make improvements.
- Learn the rules or techniques of: Netball, korfbal or dodgeball.

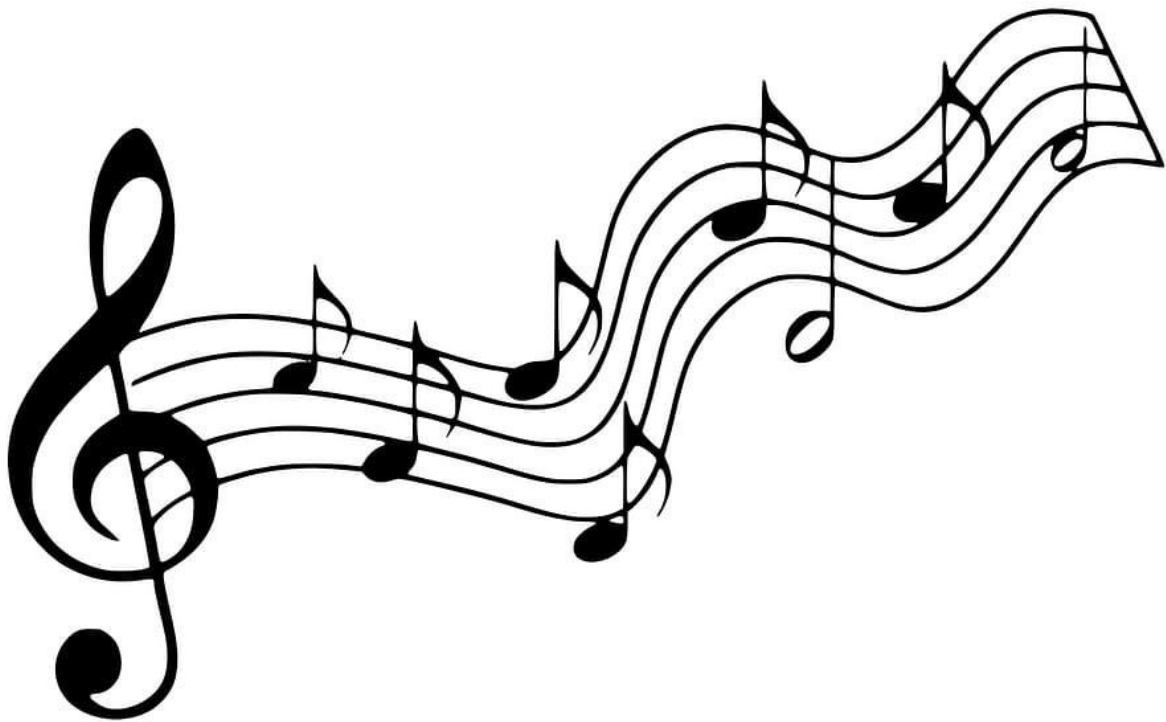
French



We follow the Wakefield 'La Jolie Ronde' scheme for learning French in upper KS2.

We will be building the learners spoken vocabulary and confidence by reviewing content from year 5 and learning classroom vocabulary.

Music



- Use language of pitch and tone to describe instruments. Know how the material an instrument is made from effects its sound.
- Rhythm work and record basic notation