| **Science**  Animals including Humans  To identify and name the parts of the human circulatory system  To describe the function of the heart, blood vessels and blood  To recognise the impact of diet, exercise, drugs and lifestyle on the body  To describe the way nutrients and water are transported within animals including humans | **Music**  **South African Instrumental unit**  Whole class instrumental lessons on tuned percussion. This South Africa-themed unit develops pupils’ rhythmic, singing and notation skills. | **Spanish**  **Family / Animals**   * How old are you? * Family members * Pets |
| --- | --- | --- |
| **History**  **World War 2**   * Understand why Britain declared war and other countries involved * How and why Hitler became leader * Impact on Jewish communities and the Holocaust * The impact of the blitz * Our local area and the impact of the war | *Brackenwood Junior School*  https://www.brackenwood-junior.wirral.sch.uk/core/passwords/read_logo/d9848eabf5b055850d2fde236a1e518c  *Y6*  *Spring Overview* | **PE**   * Dance * Golf * Badminton * Inclusive Sports |
| **Geography**  To locate mountains and identify their features  To understand how mountains are formed  To locate key geographical features of the USA  To understand what a canyon is and how they are formed  To explain why some places may be more populated than others  To explore the climate across the USA | **DT**  **T-Shirts**  To research T-shirt designs.  To design a T-shirt.  To mark and cut fabric according to a design.  To assemble a T-shirt.  To decorate a T-shirt.  To evaluate a final product. | **RE**  **Promises**   * The 10 Commandments * temptation though Bible stories * the significance of promises * read and analyse Jesus’ beatitudes.   **Easter through Art**   * the emotions felt on Palm Sunday * the origins of Maundy Thursday rituals * the importance of Good Friday to Christians. * the emotions felt around the death of Jesus. * Easter Saturday and the resurrection * the impact of Jesus’ ascension on Christians today |
| **Computing**  **Programming - Variables in Games**  To define a ‘variable’ as something that is changeable To explain why a variable is used in a program To choose how to improve a game by using variables To design a project that builds on a given example To use my design to create a project To evaluate my project | **Art**  **Drawing**   * Develop ideas using different mixed media, using a sketchbook. * Manipulate and experiment with the elements of art: line, tone, pattern, textures, form, space, colour and shape.   **Sculpture**   * Describe the different qualities involved in modelling, sculpture and construction. * Develop skills working in 3D * Make a models and develop, making alterations to create a final piece. * Create sculpture and constructions with increasing independence | **PSHE**  **Through KaPow, we will be learning about:**  Family and Relationships  Health and Wellbeing |