

The Good Shepherd  
Catholic Primary School



Medium Term  
Planning

Year 6

2024 - 2025

Year 6 Autumn 2024			Weekly Science		
Sep 3	History	Battle of Britain	Cycle 1	Y6 Electricity	
	Art	Block A Drawing			
9	History	Battle of Britain			What is electricity? How does it work?
	Art	Block A Drawing			
16	History	Battle of Britain			
	Art	Block A Drawing			
23	History	Battle of Britain			What are the components in a series circuit?
	Art	Block A Drawing			
30	<b>ENRICHMENT</b> <b>Black History Month</b>				
	History	Battle of Britain			What are the effects and consequences of changing circuit components and batteries?
	DT	Block A Food and Nutrition			
Oct 7	History	Battle of Britain			What are the effects and consequences of changing circuit components and batteries?
	DT	Block A Food and Nutrition			
14	Geography	Physical Processes			What is blood made of and why do we need it?
	DT	Block A Food and Nutrition			
	Art				
28	<b>Half Term</b>				
Nov 4	<b>ENRICHMENT</b> <b>Maths week</b>		What is our circulatory system?		
	Geography	Physical processes			
	Art	Block B Painting and collage			
11	<b>ENRICHMENT</b> Duxford trip – Tuesday 12 <sup>th</sup> November		What is our heart like inside? How does it work?		
	Art	Block B Painting and collage			
18	<b>ENRICHMENT</b> Visit to Thomas Becket – DT (STEM) Mechanisms		Who influenced what we know about our circulatory system?		
	Geography	Physical processes			
	DT	Block B Mechanisms			
25	Geography	Physical processes	What can we do to keep healthy?		
	DT	Block B Mechanisms			
Dec 2	Geography	Physical processes	Present and explain what we know about the circulatory system, nutrients and keeping healthy		
	DT	Block B Mechanisms			
9	<b>ENRICHMENT</b> Use to consolidate Geography / History Christmas Performance				
16	<b>ENRICHMENT</b> Christmas Performances				

Year 6 Spring 2025				Weekly Science		
Jan 1 <small>(start Wed 6/1)</small>	Geography	Settlements		Cycle 3	STRONG START (optional)	Y6 Animals, including humans
	Art	Block C Printmaking and textiles				
13	Geography	Settlements				
	Art	Block C Printmaking and textiles				
20	Geography	Settlements				
	Art	Block C Printmaking and textiles				
27	Geography	Settlements				
	DT	Block C Food and Nutrition				
Feb. 3	Geography	Settlements				
	DT	Block C Food and Nutrition				
10	Geography	UK, Europe and N America comparison study		Cycle 4	How does light travel?	Y6 Light
	DT	Block C Food and Nutrition				
17	Half term					
24	Geography	UK, Europe and N America comparison study		Cycle 4	What colour is light made of?	
	Art	Block D 3D				
Mar 3	History	Windrush generation		Cycle 4	Reflection - how does light help us to see objects?	
	Art	Block D 3D				
10	ENRICHMENT World Book Day					
	History	Windrush generation			Which surfaces make the best reflectors?	
	Art	Block D 3D				
17	History	Windrush generation				
	DT	Block D Structures				
24	History	Windrush generation			Why do we see objects as a particular colour?	
	DT	Block D Structures				
31	History	Windrush generation		What happens to the appearance of objects when placed in water?		
	DT	Block D Structures				
7	Easter break					

Year 6 Summer 2025		TRANSITION DAYS TO BE INCLUDED WHEN DATES CONFIRMED		Weekly Science		
Apr 22	<b>ENRICHMENT</b> Early Morning Therapy Sessions- preparation for SATS			Cycle 5	Living things and their habitats	
	Geography	UK, Europe and N America comparison study				STRONG START (optional)
Art	Block E Painting					
28	Geography	UK, Europe and N America comparison study				Who was the scientist Carl Linnaeus and what did he do?
	Art	Block E Painting				
May 6	Geography	OS Maps and fieldwork (orienteeing)				How do we classify vertebrates?
	Art	Block E Painting				
12	Geography	OS Maps and fieldwork (orienteeing)				How do we classify invertebrates we know?
	DT	Block E Electrical systems				
19	SATS WEEK					How do we classify invertebrates we don't know? (Sponges, Jellyfish and Flatworms)
	<b>ENRICHMENT</b> Water Play					
	Geography	OS Maps and fieldwork (orienteeing)				
	DT	Block E Electrical systems				
26	<b>Half Term</b>					
June 2	<b>ENRICHMENT</b> Year 6 residential June 2-4 Everdon Outdoor Learning Centre			What are microorganisms?		
	Geography	OS Maps and fieldwork (orienteeing)				
	DT	Block E Electrical systems				
Jun 9	<b>ENRICHMENT</b> Visit to the Bowling Alley			How do we classify plants?		
	History	5 significant monarchs				
	Art	Block F Creative Response				
	History	5 significant monarchs				
16	<b>ENRICHMENT</b> Walkathon			How has life evolved over time?		
	History	5 significant monarchs				
	Art	Block F Creative Response				
	History	5 significant monarchs				
23	DT	Block F Textiles		What is DNA and what does it do? Working scientifically		
	History	5 significant monarchs				
30	DT	Block F Textiles		Are all offspring identical to their parents?		
	History	5 significant monarchs				
July 7	<b>ENRICHMENT</b> Sports Day / French Day			Darwin and Wallace - what evidence did they share to argue the case for evolution?		
	History	5 significant monarchs				
	DT	Block F Textiles				
12	<b>ENRICHMENT</b> Year 6 residential July 12-14 Everdon Outdoor Learning Centre			Survival of the fittest - how have animals adapted and evolved to suit their environment?		
18	<b>ENRICHMENT</b> Leavers' Assembly Motivational speaker - Words of encouragement/ transition					

# Computing:

4	3	Programming A - Repetition in shapes	1	-To identify that accuracy in programming is important -To create a program in a text-based language	-I can create a code snippet for a given purpose -I can explain the effect of changing a value of a command -I can program a computer by typing commands														
4	3	Programming A - Repetition in shapes	2	-To explain what "repeat" means	-I can test my algorithm in a text-based language -I can use a template to create a design for my program -I can write an algorithm to produce a given outcome														
4	3	Programming A - Repetition in shapes	3	-To modify a count-controlled loop to produce a given outcome	-I can identify everyday tasks that include repetition as part of a sequence, eg brushing teeth, dance moves -I can identify patterns in a sequence -I can use a count-controlled loop to produce a given outcome														
4	3	Programming A - Repetition in shapes	4	-To decompose a task into small steps	-I can choose which values to change in a loop -I can identify the effect of changing the number of times a task is repeated -I can predict the outcome of a program containing a count-controlled loop														
4	3	Programming A - Repetition in shapes	5	-To create a program that uses count-controlled loops to produce a given outcome	-I can explain that a computer can repeatedly call a procedure -I can identify "chunks" of actions in the real world -I can use a procedure in a program														
4	3	Programming A - Repetition in shapes	6		-I can design a program that includes count-controlled loops -I can develop my program by debugging it -I can evaluate and improve my program														

4	2	Creating media - Audio production	1	-To identify that sound can be recorded	-I can explain that the person who records the sound can say who is allowed to use it -I can identify the input and output devices used to record and play sound -I can use a computer to record audio															- Copyright and ownership	
4	2	Creating media - Audio production	2	-To explain that audio recordings can be edited	-I can discuss what sounds can be added to a podcast -I can inspect the soundwave view to know where to trim my recording -I can re-record my voice to improve my recording																- Copyright and ownership
4	2	Creating media - Audio production	3	-To recognise the different parts of creating a podcast project	-I can explain how sounds can be combined to make a podcast more engaging -I can plan appropriate content for a podcast -I can save my project so the different parts remain editable																- Copyright and ownership
4	2	Creating media - Audio production	4	-To apply audio editing skills independently	-I can improve my voice recordings -I can record content following my plan -I can review the quality of my recordings																- Copyright and ownership
4	2	Creating media - Audio production	5	-To combine audio to enhance my podcast project	-I can arrange multiple sounds to create the effect I want -I can explain the difference between saving a project and exporting an audio file -I can open my project to continue working on it																- Copyright and ownership
4	2	Creating media - Audio production	6	-To evaluate the effective use of audio	-I can choose appropriate edits to improve my podcast -I can listen to an audio recording to identify its strengths -I can suggest improvements to an audio recording																- Copyright and ownership

## Lesson 1



Warm-Up  
All Change



PB Challenge  
3 Limb Race



Skill  
On a Line



Review Method  
Questions Carousel

## Lesson 2



Warm-Up  
All Change



Skill  
On a Line



Skill Application  
Mirror/Match/Contrast



Review Method  
Questions Carousel

## Lesson 3



Warm-Up  
All Change



Skill  
On a Line



PB Challenge  
3 Limb Race



Review Method  
Questions Carousel

## Lesson 4



Warm-Up  
To Bank or not to Bank



PB Challenge  
Getting Around Us (competitive)



Skill  
Ball Skills



Review Method  
Questions Carousel

## Lesson 5



Warm-Up  
To Bank or not to Bank



Skill  
Ball Skills



Skill Application  
Take Giant Strides



Review Method  
Questions Carousel

## Lesson 6



Warm-Up  
To Bank or not to Bank



Skill  
Ball Skills



PB Challenge  
Getting Around Us (competitive)



Review Method  
Questions Carousel

## Lesson 1



Warm-Up  
Like Clockwork



PB Challenge  
Juggle Challenge



Skill  
Sending and Receiving



Review Method  
Badge of Honour

## Lesson 2



Warm-Up  
Like Clockwork



Skill  
Sending and Receiving



Skill Application  
Send and Receive Circuits



Review Method  
Badge of Honour

## Lesson 3



Warm-Up  
Like Clockwork



Skill  
Sending and Receiving



PB Challenge  
Juggle Challenge



Review Method  
Badge of Honour

## Lesson 4



Warm-Up  
Team Juggling



PB Challenge  
Roller Ball



Skill  
With a Partner



Review Method  
Badge of Honour

## Lesson 5



Warm-Up  
Team Juggling



Skill  
With a Partner



Skill Application  
Supporting Weight



Review Method  
Badge of Honour

## Lesson 6



Warm-Up  
Team Juggling



Skill  
With a Partner



PB Challenge  
Roller Ball



Review Method  
Badge of Honour

YEAR 4 Summer 2025			Weekly Science		
Apr 22	Geography	Latitude and longitude <b>No Art due to Bank Holiday</b>	Cycle 5	STRONG START	Electricity
	28	Geography Art		Latitude and longitude Painting Lesson 2	
May 5	Geography	Latitude and longitude <b>No Art due to Bank Holiday</b>		What are the components in a simple series circuit?	
	12	Geography Art		Latitude and longitude Painting Lesson 3	
19	Geography	Fieldwork and mapping – environmental regions			
	DT	Electrical Systems Block E Lesson 1			
20	Geography	Fieldwork and mapping – environmental regions			
	DT	Electrical Systems Lesson 2			
26	Half Term				
Jun 2	Geography	Water cycle	Cycle 6	What is sound?	Sound
	Art	Electrical Systems Lesson 3		How does sound travel?	
9	Geography	Water cycle		What is the pitch and loudness of sound?	
	Art	Creative Response Lesson 1			
16	Geography	Water cycle			
	Art	Creative Response Lesson 2			
23	Geography	Y4 Map skills and Environmental regions (Y4)			
	Art	Creative Response Lesson 3			
30	Geography	Y4 Map skills and Environmental regions (Y4)			
	DT	Food and Nutrition Block F Lesson 1			
July 7	Geography	Y4 Map skills and Environmental regions (Y4)			
	DT	Food and Nutrition Lesson 2			
14	Geography	Enrichment			
	DT	Food and Nutrition Lesson 3			





Lesson 1			
 Warm-Up Continuous Throwing Relay	 PB Challenge Quick off the Mark	 Skill Reaction / Response	 Review Method Comfort, Stretch, Panic
Lesson 2			
 Warm-Up Continuous Throwing Relay	 Skill Reaction / Response	 Skill Application Adapt and Respond	 Review Method Comfort, Stretch, Panic
Lesson 3			
 Warm-Up Continuous Throwing Relay	 Skill Reaction / Response	 PB Challenge Quick off the Mark	 Review Method Comfort, Stretch, Panic
Lesson 4			
 Warm-Up Ball Champs	 PB Challenge Cone Transfer	 Skill Floor Work	 Review Method Comfort, Stretch, Panic
Lesson 5			
 Warm-Up Ball Champs	 Skill Floor Work	 Skill Application Front Support Hockey	 Review Method Comfort, Stretch, Panic
Lesson 6			
 Warm-Up Ball Champs	 Skill Floor Work	 PB Challenge Cone Transfer	 Review Method Comfort, Stretch, Panic

Lesson 1			
 Warm-Up Inside Out	 PB Challenge Tunnels	 Skill Ball Chasing	 Review Method Always, Sometimes, Rarely
Lesson 2			
 Warm-Up Inside Out	 Skill Ball Chasing	 Skill Application Team Strategy Challenges	 Review Method Always, Sometimes, Rarely
Lesson 3			
 Warm-Up Inside Out	 Skill Ball Chasing	 PB Challenge Tunnels	 Review Method Always, Sometimes, Rarely
Lesson 4			
 Warm-Up Rock, Paper, Scissors	 PB Challenge Balance Transfer (competitive)	 Skill Stance	 Review Method Always, Sometimes, Rarely
Lesson 5			
 Warm-Up Rock, Paper, Scissors	 Skill Stance	 Skill Application Keep Away v Intercept	 Review Method Always, Sometimes, Rarely
Lesson 6			
 Warm-Up Rock, Paper, Scissors	 Skill Stance	 PB Challenge Balance Transfer (competitive)	 Review Method Always, Sometimes, Rarely