

## Experience

Auditions for production  
Market research and pitches for Enterprise Project

## Audience / Purpose / Product:

Production of Aladdin  
Enterprise Project  
Games at Summer Sports Evening

## English:

### Writing Outcome:

- A range of writing genres to demonstrate the areas shown below.

### Key focuses:

- Write effectively for a range of purposes and audiences, selecting language that shows good awareness of the reader
- In narratives, describe settings, characters and atmosphere and integrate dialogue to convey character and advance the action
- Select vocabulary and grammatical structures that reflect what the writing requires (e.g. using contracted forms in dialogues in narrative; using passive verbs to affect how information is presented; using modal verbs to suggest degrees of possibility)
- Use a range of devices to build cohesion (e.g. conjunctions, adverbials of time and place, pronouns, synonyms) within and across paragraphs
- Use verb tenses consistently and correctly throughout their writing
- Use a range of punctuation
- Maintain legibility in joined handwriting when writing at speed
- Spell correctly most words from the year 3 /year 4 and year 5 / year 6 spelling list and use a dictionary to check the spelling of uncommon or more ambitious vocabulary

## Vocabulary:

heart, pulse, lungs, arteries, veins, capillaries, red blood cells, white blood cells, circulatory system

nutrients, nutrition, digestive system

enterprise, business, entrepreneur, pitch, profit, expenses,

## Music:

We will focus on singing as part of our Y6 production of Aladdin.

## Science:

### Animals including humans

Name and describe the function of the human circulatory system. Describe the way nutrients and water are transported within animals. Recognise the impact of diet, exercise, drugs and lifestyle on the way their bodies function.

## Art and Design & Technology:

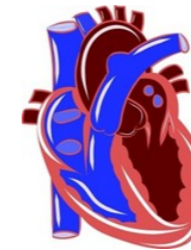
- Design tickets and programmes for production of Aladdin
- Create and develop a product for sale as part of the Enterprise Project.
- Create a business logo.
- Produce advertising posters for the Enterprise Project.

## Maths:

We will focus on key areas of maths which will support our transition to secondary school.

- Understand the relationship between powers of 10 from 1 hundredth to 10 million
- Recognise the place value of each digit in numbers up to 10 million, including decimal fractions, and compose and decompose numbers up to 10 million using standard and nonstandard partitioning.
- Divide powers of 10, from 1 hundredth to 10 million, into 2, 4, 5 and 10 equal parts, and read scales/number lines with labelled intervals divided into 2, 4, 5 and 10 equal parts.
- Understand that 2 numbers can be related additively or multiplicatively
- Solve problems involving ratio relationships.
- Solve problems with 2 unknowns.
- Recognise when fractions can be simplified, and use common factors to simplify fractions.
- Express fractions in a common denomination and use this to compare fractions that are similar in value.
- Compare fractions with different denominators, including fractions greater than 1, using reasoning, and choose between reasoning and common denomination as a comparison strategy.
- Draw, compose, and decompose shapes according to given properties, including dimensions, angles and area, and solve related problems.
- Begin to learn how to use a calculator.

## How will we grow ?



## School Value Trust

We will take part in a variety of activities to help us to grow. These include:

- Enterprise Project —produce a business plan for a product; carry out market research; pitch the business; understand sales, expenses, profit and loss; sell the product to customers and keep accounts.
- Y6 Production of Aladdin through which we will continue to develop our oracy skills
- Being part of our community by developing games for the PTFA Summer Sports Evening to help raise money for the school

## Computing:

### Text adventures

To find out what a text adventure is. Plan a story adventure. Make a story-based adventure using 2Create a Story. Read and understand given code for a text adventure game. Debug and improve a text adventure game.

## French:

In French we will recap key vocabulary and continue to develop speaking and listening skills. We will look at the days of the week, months of the year, counting, colours, family, body parts and how to ask and answer questions.

## Religious Education:

What do Christians believe about Agape?

## RSHE:

SCARF—Growing and Changing including Relationships and Sex Education

## Physical Education:

Real PE—Physical Athletics