

# National Curriculum Objectives

## Art

### Painting:

- To create sketch books to record their observations and use them to review and revisit ideas.
- To improve their mastery of art and design techniques with a focus on tint, impasto, sgraffito and decorative art.
- To respond, appreciate and critique work by great artists, architects and designers in history.

## English

See Target Tracker Steps – Year 5 and 6

## R.E.

### How do questions about Brahman and atman influence the way a Hindu lives?

- Make links between the beliefs of different religious groups.
- Use the right religious words to describe how a belief in Brahman / atman might affect a hindu's diet and their attitude to animals.
- Express religious beliefs about Brahman / atman in a range of styles.
- Ask my own questions about whether people have a spirit or soul.

## Science

### Living Things:

- To describe the life process of reproduction in some plants and animals
- To describe the life cycle of a mammal
- To describe the differences in the life cycles of a mammal, an amphibian, an insect and a bird.

## Maths

See Target Tracker Steps – Year 5 and 6

## Computing

### 3D Modelling: Sketch-up:

- Draw and manipulate 3D models independently.
- Use inference points to draw lines and shapes.
- Use a wide range of SketchUp tools and concepts including: the dimensions toolbar and guides, tape measure, zoom extents and the 3D warehouse.

## Music

### Guitar:

- Play and perform in solo and ensemble contexts, playing with increasing accuracy, fluency and control.
- Listen with attention to detail and recall sounds with increasing aural memory.
- Use and understand staff and other musical notations.

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## French

- Listen attentively to spoken language and show understanding by joining in and responding.
- Engage in conversations.
- Speak in sentences using familiar vocabulary, phrases and basic language features.
- Develop accurate pronunciation and intonation.

## P.E.

### Dance:

- Perform dances using a range of movement patterns

### Gymnastics:

- Develop flexibility, strength, technique, control and balance through practising, choreographing and performing sequences of moves.

### Hockey:

- Play competitive games and apply basic principles suitable for attacking and defending.

## Geography

### UK changes over time:

- To name and locate countries and cities of the United Kingdom.
- Identify key topical features of the U.K. (including hills, mountains, coasts and rivers) and understand how some of these aspects have changed over time.
- Describe and understand key aspects of human geography including types of settlement and land use.
- Use maps and atlases and to locate places including cities, towns, villages and areas of outstanding natural beauty.

## P.S.H.E

### Keeping Safe around fire, water and electricity:

- To learn about independence, increased responsibility and keeping safe.
- To learn strategies for managing risk.

### Pressure:

- To learn about different influences on behaviour, including peer pressure and media influence.
- To learn how to resist unhelpful pressure and ask for help.

## Design and Technology

### Programming adventures

- To design, make, evaluate and explain their ideas and designs.
- To select from and use a wider range of tools and equipment to perform practical tasks accurately.