

## Maths

### Fractions

- To investigate and learn our times tables.
- To simplify common fractions.
- To compare, order and sort fractions on a number line.
- To add and subtract fractions, including mixed numbers.
- To multiply and divide fractions by whole numbers.
- To multiply fractions by fractions.
- To find a fraction of an amount.

### Geometry - Position and Direction

- The first quadrant
- Four quadrants
- Translations
- Reflections

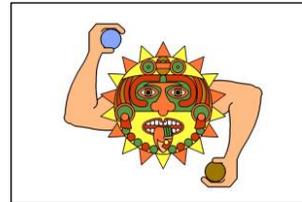
## Topic

- To describe how the Mayan civilisation has had an impact on modern society.
- To examine the timeline of the Maya civilisation and consider where there was a rapid change and where there was very little change. Explain why this may be the case.
- To compare what was happening in the Maya civilisation with what was happening in Britain at the same time.

## English

### The Promise

- To use expanded noun phrases (with prepositional phrases) in our writing.
- To write a setting description.
- To understand the present perfect form of verbs.
- To write a diary entry.
- To understand the difference between the active and passive voice.
- To vary our sentence structure (complex sentences).
- To use relative clauses in our writing.
- To use parenthesis for additional information.
- To ensure a consistent use of tense.
- To edit and revise writing.



## Year 6 Autumn Term 2

### To the Stars by Canoe - Mayans

**Believe ~ Learn ~ Grow**

## R.E

### Kingdom of God

- To explore and investigate what kind of King Jesus was.

## P.E

- To identify and practise gymnastic shapes and balances.
- To identify and practise symmetrical and asymmetrical body shapes.
- To perform movements in canon and in unison.

## Value & PSHE

- To understand the value of Compassion.
- To understand how people can be different and to celebrate these differences.

## Art/DT

- To explore Mayan food culture, farming and its impact.
- To explore chocolate and how this has developed from the Mayan civilisation to what we have now.

## Computing - Coding

- To introduce the 2Code interface including the possible actions of character, car and animal objects.
- To introduce If statements to allow selection in a program.

## French

- To learn Days of the week and Months of the Year (with a Christmas theme)

## Music

- To develop the idea of pitch shape and relating it to movement.
- Understand pitch through movement and notation.