Year 6: Classification Knowledge Mat

Subject	Specific Vocabulary	Working Scientifically	Questions I will be able to
micro-organism	Micro-organisms are tiny. They are so small they can only be seen with a microscope.	 taking measurements, using a range of scientific equipment, with increasing accuracy and precision, taking repeat readings when appropriate recording data and results of increasing complexity using scientific diagrams and labels, classification keys, tables, scatter graphs, bar and line graphs using test results to make predictions to set up further comparative and fair tests reporting and presenting findings from enquiries, including conclusions, causal relationships and 	answer:
vertebrates	A vertebrate animal is one that has a backbone.		☐ What is classification?
invertebrates	An invertebrate animal does not have a backbone and 97% of creatures belong to this group.		☐ Who was Carl Linnaeus?
species	This is the grouping together of similar types of plants, animals and other organisms that can reproduce with each other.		☐ What is a vertebrate?
fungi	Fungi are a classification or group of living organisms. This means they are not animals, plants, or bacteria.		☐ What is an invertebrate?
monera	The whole organism is made up of just one cell. This cell is more basic than cells of other organisms.		□ How do we classify plants?
bacteria	Bacteria are tiny little organisms that are everywhere around us.		
algae	Algae is a single or multi-cellular organism that has no roots, stems or leaves and is often found in water.	Important facts to know by the end of the classification of animals topic:	
Carl Linnaeus (1707 – 1778)	Carl Linnaeus is famous for his work in Taxonomy, the science of identifying, naming and classifying organisms (plants, animals, bacteria, fungi etc.).	 Be able to classify living things into broad groups according to observable characteristics and based on similarities and differences. Know how living things have been classified. Give reasons for classifying plants and animals based on specific characteristics. 	

Year 6: Geography -Climate Change – Change Our Future?

Subject	Specific Vocabulary	Key Skills	Lines of enquiry
Climate change	Climate change is any significant long-term change in the expected patterns of average weather of a region (or the whole Earth) over a	Identify on maps the two polar regions and features of these places. Use maps, atlases, globes and digital computer mapping to locate features studied.	How are Antarctica and the Arctic different? How are the polar regions similar and different? How many seasons do the polar regions have?
	significant period of time.		What wildlife live in the polar regions?
Emissions	Something that has been released or emitted into the world.	Explain what wildlife live in the two different habitats. Understand what endemic means and to be	Do the same animals live in both polar regions? Are there animals that are endemic to these regions?
Carbon Dioxide	Carbon dioxide is a colourless, odourless gas found in our	able to give examples.	Who lives in Antarctica and the Arctic?
	atmosphere. It is a waste product in our bodies and is also produced by		Do the polar regions have any permanent inhabitants?
	burning fossil fuels.	Demonstrate an understanding of why nobody lives permanently in Antarctica.	What are the indigenous people of the Arctic called ?
		Explain what indigenous means.	How are their lives different to ours in the UK?
Fossil Fuels	When deposits of organic materials from decayed animals and plants are used to make energy.	Demonstrate understanding of how the polar regions are the same and also different.	How does human activity influence climate change?
			What is climate change?
Renewable energy	Renewable energy is made from resources that nature will replace,	Demonstrate understanding of what climate change is.	
like wind, water and sunshine.	Explain how human activity influences climate change		
Endemic	Native and restricted to a certain place		
Drought	A prolonged period of abnormally low rainfall, leading to a shortage of water.	- ANN -	

Subject Specific Vocabulary – Key words

Heads up	Knees bent
Hands wide apart	Loose right hand
Strong side	Angle
Push	Strike
Draw	Timing
Accelerate	Interception
Jab	Block
Flat stick	Tackle
Dribble	Pass
Control	

Local Clubs

Gillingham Anchorians Hockey Club

Holcombe Hockey Club

Meopham Ladies Hockey Club



Year 6: PE - Hockey

Key Skills - Objectives

To explore the shake hands grip and reverse grip when travelling with the ball

To dribble with direction and explore the reverse stick

To explore passing over a distance whilst on the move and learn how to stop the ball

To explore how to attack

To explore how to defend and tackle

To implement skills and technique learnt in competitive matches



Rules of the game

- You may only use the flat side of your stick.
- You must be properly attired shin guards, mouth guards, no jewellery, etc.
- 10 field players plus a goalie play at one time.
- The field hockey game lasts for two
 30 minute halves.

Famous People/Teams

George Pinner

Jacob Draper

Sabbie Heesh

Miriam Pritchard

Subject Specific Vocabulary – Key words

Touch	Movement
Direction	Control
Turn	Pass
Strike	Laces

Local Clubs

Medway United Football Club

Rainham Five-A-Side Football

Anchorians Football Club



Year 6: PE - Football

Key Skills - Objectives

To develop understanding of the basic rules of football whilst taking part in a number of dribbling exercises whilst using different parts of their feet

To develop dribbling skills whilst changing direction

To learn how to make a short pass using the correct technique: non-striking foot comes beside the ball and the striking foot comes through with the side of the foot connecting with the ball

To make short passes using increasing accuracy and control

To shoot using their laces

Rules of the game

- A football match is played by two teams, with each allowed no more than 11 players on the field at any one time, one of whom is a goalkeeper.
- A match is played in two 45 minute halves.
- The game begins with the toss of a coin, and the winning captain decides which goal to defend or to take the first kick off.
- All players must use their feet head or chest to play the ball. Only the goalkeeper is allowed to use their hands, and only within their designated goal area.
- The aim of the game is to score a goal, which is achieved by kicking or heading the ball into the opposition team's goal.
- If the ball touches or crosses the side line, it is thrown back in by the team that was not the last to touch the ball.





Famous People/Teams

Lionel Messi — FC Barcelona

Cristiano Ronaldo

Steph Houghton

Sandy MacIver

Year 6: RE- Christianity- Is anything ever eternal?

	Subject Specific key words	Key Skills
symbolism	The use of symbols to repres	To evaluate different beliefs about eternity and to understand the Christian perspective on this.
spirituality	Being concerned with human s	To explore what is meant by
		'unconditional'
expression	Making known one's thoughts	To express the feelings I have when I think
		about situations or things I would like to last forever.
interpretation	The action of explaining the meanir	To make links between different Christian
		beliefs and their views on whether anything is ever eternal.
emotion	How a person feels	To reflect on my own beliefs about
Faith	To trust or believe in somethir	•
belonging	A sense of fitting in	





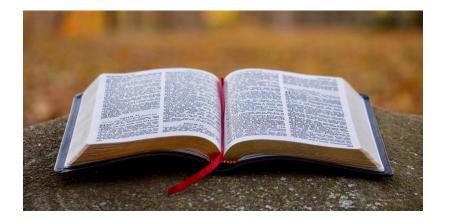
Questions I will be able to answer:

What does eternity mean?

Which Bible stories show love?

Did Jesus teach that love should be eternal?

What does Jesus' resurrection show?



Year 6 ICT: Sensing

Subject Specific Vocabulary		
Edit	To change or correct something to improve it.	•
Presentation	A speech or talk in which a new product, idea or piece of work is shown and explained to an audience.	
Software	The programs and other operating information used by a computer.	
Debug	Locating and removing computer information used by a computer.	F
Input	Any information or data that is sent to a computer for processing	S
Output	Data generated by a computer	
Algorithm	A set of instructions designed to perform a specific task	
Interactive	Software which accepts input from the user as it runs.	
Pitch	A speech or act that attempts to persuade someone to buy or do something	

Unit Overview:

This unit is the final KS2 programming unit and brings together elements of all the four programming constructs: sequence, repetition, selection, and variables 'Programming A'. It offers pupils the opportunity to use all of these constructs in a different, but still familiar environment, while also utilising a physical device — the micro:bit.

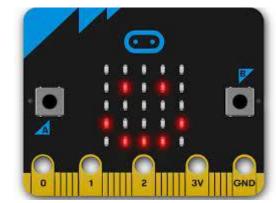
• PowerPoint

 makecode.microbit.org website has an emulator (an interactive, on-screen micro:bit)

Software and Tools

E-Safety

Pupils can incorporate images and sound effects that they download from the web but should respect any license conditions when doing so.



• Design, write, and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by

decomposing them into smaller parts

Sticky Knowledge

- Use sequence, selection, and repetition in programs; work with variables and various forms of input and output
- Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs
- •Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information



Year 6: Art – Drawing Skills (continued)

Subject Specific Vocabulary		
Media	Different drawing tools used to create art work.	
Communicate	To share information, ideas or feelings with another person by talking, writing etc	
Foreground	Part of the picture situated at the front nearest to the viewer (opposite of background).	
Composition	The act of combining parts to form the whole.	
Scale	The size of the image.	
Proportion	Comparing the relation between the size of things.	
Perspective	A visible image extending into the distance.	

Key Skills

Improve mastery of Art and Design techniques: sketching, use of digital media and collage.

Use sketch books to collect record, review, revisit and evaluate.

Know great artists and designers in history: Jackson Pollock / Paul Cezanne.

Working collaboratively to produce a large scale drawing with collage.

Using sketchbooks as a working document.



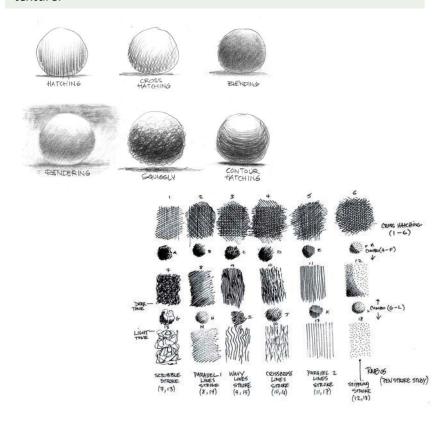
Sticky Knowledge

I can present my art work using a range of different media.

I can communicate emotions and a sense of self in my sketches.

I can explain the style of my work and how it has been influenced by a famous artist.

I can identify and draw objects and use marks and lines to produce texture.



Year 6: FRENCH - The Weekend

Subject Specific Vocabulary

French	English
Le week-end	The weekend
Quelle heure est-il?	What time is it?
Et quart	Quarter past
Et demie	Half past
Moins le quart	Quarter to
Il est une heure	It is one o'clock
Il est deux heures	It is two o'clock
Il est trois heures	It is three o'clock
Il est quatre heures	It is four o'clock
IL est cinq heures	It is five o'clock
Il est six heures	It is six o'clock
Il est sept heures	It is seven o'clock
Il est huit heures	It is eight o'clock
Il est neuf heures	It is nine o'clock
Il set dix heures	It is ten o'clock
Il est onze heures	It is eleven o'clock
Il est douze heures	It is twelve o'clock

Key skills

- Tell the time in French using quarter past, half past and quarter to.
- Say and write in French what we do at the weekend using two or more sentences.
- Integrate conjunctions and opinions into written and spoken work to make more interesting and extended sentences.







Grammar

- Verbs, conjunctions and opinions.
- Revision and consolidation of a variety of first person singular high frequency verbs such as je vais and je joue.
- Being introduced to new verbs such as je regarde, je lis and the reflexive verbs je me lève and je me couche.
- New conjunctions and opinions for joining two phrases together and opinions.

Year 6: PSHE - Managing Feelings

Subject Specific Vocabulary	
change	an act or process through which something becomes different.
mental health	a person's condition with regard to their psychological and emotional well-being.
support	a source of comfort or encouragement.
strategy	a plan of action designed to achieve a long-term or overall aim.
wellbeing	the state of being comfortable, healthy, or happy.



Sticky Knowledge

- To recognise that anyone can be affected by mental ill-health and that difficulties can be resolved with help and support.
- Negative experiences such as being bullied or feeling lonely can affect mental wellbeing.
- Identify positive strategies for managing feelings.
- There are situations when someone may experience mixed or conflicting feelings.
- Feelings can often be helpful whilst recognising that they sometimes need to be overcome.
- If someone experiences feelings that are not so good, help and support is available.
- Identify where they and others can ask for help and support with mental wellbeing in and outside of school.
- Recognise the importance of asking for support from a trusted adult.

Key Skills

Pupils discuss the affects of mental health.

Pupils learn to identify when others may be suffering from this and recognise ways to take care of it.

Pupils consider ways to manage change, loss and bereavement.

Pupils will have developed strategies to recognise feelings in others and to help others overcome negative feelings.

