

| Year 6 Spring 2 | | |
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| Science Crucial Knowledge | | |
| Electricity | <ul style="list-style-type: none">• A circuit is a pathway for electricity to flow around.• The cell is a power source.• The greater the number of cells or voltage, the brighter the lamp will be or the louder the buzzer will be.• To make a bulb/buzzer brighter/louder, use more cells or voltage or shorter wires. The shorter the pathway is the less electricity is used getting to the bulb.• The bulb/buzzer will be dimmer/quieter if there is more than one because the voltage is having to be shared amongst more things. | |
| History Crucial Knowledge | | |
| Britain during the time of the Saxons and the Vikings | <ul style="list-style-type: none">• The Vikings were people who came from Sweden, Denmark and Norway. They were brave fighters but also expert farmers.• The first Viking attack (raid) on Britain happened in 793AD at a place called Lindisfarne.• The Viking era in Britain began around 1200 years ago.• The Vikings were led by Guthrum who arrived in England during 865AD.• Alfred the Great (a Saxon) stopped the Vikings taking over all of England.• The Vikings settled in parts of England. The country was split into two parts, Wessex (ruled by the Saxons) and the Danelaw (ruled by the Vikings).• The Saxons ruled England until 1066.• When King Edward the Confessor died in 1066, three men said they should be the next king; Harold Godwinson, William Duke of Normandy and Harald Hardrada.• At the end of 1066 William, Duke of Normandy became King of England. | |
| Design Technology Crucial Knowledge | | |
| Food Celebrating culture and seasonality | <ul style="list-style-type: none">• A meal can be made by cooking vegetables or meat.• Meals can also be made by combining ingredients and cooking or baking them together.• A meal consists of different types of food: protein, fruit, vegetables and grains.• Seasonal food is fresh food that is ready to eat during its preferred season. | |
| Computing | | |
| Programming – Variables in Games | <ul style="list-style-type: none">• An algorithm is a precise set of ordered instructions which can be turned into code• Coding is how we communicate with computers. Code tells a computer what actions to take.• Variable: something that can be changed.• Bug: A mistake in the code.• Debugging is when you check for mistakes in your code.• Different programs act in different ways, some code is in a: Sequence - An order of events. Selection - making a decision. Repetition - A repeat in code <p>Vocabulary: variable, change, name, value, set, design, event, algorithm, code, task, artwork, program, project, code, test, debug, improve, evaluate, share, assign, declare</p> | |
| Music | | |
| Race | Musical Learning | Key Musical Vocabulary |
| | Create an accompaniment. Create an extended melody with four distinct phrases. Experiment with harmony. Structure ideas into a full soundtrack. | Duration: steady beat (like a ticking clock), rhythm. Pitch: motif, harmony (two or more notes sounded at the same time). Structure: ostinato (a repeating pattern). Texture: melody (or tune), accompaniment: the musical part which provides support for the melody. |
| Physical Education Crucial Knowledge | | |
| Cricket | <ul style="list-style-type: none">• Throw is to push an object by hand with a sudden forward motion ending with straightening the arm and wrist.• Catching is the use the hands to stop and hold a moving object. Eyes on the object, Fingertips together (two handed catch) | |

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| | <ul style="list-style-type: none"> Agility is how quickly you can change direction whilst maintaining speed, balance and power. Communicating with others giving and receiving information. Collaboration is working with others to achieve/create something. Competing means to do your best against others. Striking is when you hit a ball with a bat or racket |
| Religious Education Crucial Knowledge | |
| Belief in Action | <ul style="list-style-type: none"> Christians believe that Sundays are a day to rest and to prepare for the week ahead. The 'Shabbat' (often called the Sabbath) is the Jewish day of rest. Jews regard this day as a gift given to them by God. Shabbat begins at nightfall on Friday and lasts until nightfall on Saturday. Beliefs about a day of rest are connected to religious teachings e.g. The Ten Commandments. |
| Personal, Social Health & Economic Education Crucial Knowledge | |
| How can the media influence people? | <ul style="list-style-type: none"> Not all social media is good - it can show a false representation of someone or something unachievable. This can cause a negative effect on wellbeing. Not all social media is trustworthy – fake news can be spread on social media. The social media you use should be age appropriate. If something upsets you on social media, you should report it to a trusted adult. You can use technology to build a professional online profile. |
| Spanish Crucial Knowledge – Unit 2 | |
| English | Spanish |
| How old are you? | ¿Cuántos años tienes? rosa |
| I have years. He/she has... years. | Tengo... años. Tiene... años. rojo |
| Where do you live? | ¿Dónde vives? azul |
| I live in... | Vivo en... amarillo |
| Colours | Los colores anaranjado / naranja |
| black | negro marrón / café |
| white | blanco verde |
| grey | gris violeta |
| Numbers 1-10 | uno, dos, tres, cuatro, cinco, seis, siete, ocho, nueve, diez |
| Numbers 11-20 | once, doce, trece, catorce, quince, dieciséis, diecisiete, dieciocho, diecinueve, veinte |