

## Year 6 Spring 2

### Science Crucial Knowledge

#### Electricity

- 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

- 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.
- 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.

### Computing Crucial Knowledge

#### Programming - Variables in Games

- 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.
- **Variables** are data values that can change when the user is asked a question for example your age.
- **Bug**: A mistake in the code.
- **Debugging** is checking the code in a computer program to ensure it works and changing it if it doesn't.
- Different programs act in different ways, some code is in a:
  - Sequence - An order of events.
  - Selection - the process of making a decision.
  - Repetition - A repeat in code, repeating a sequence of instructions a certain number of times.
  - **Variable**: something that can be changed.

### Music Crucial Knowledge

#### Growth – Street Dance Performance

- Rhythm is the music's pattern in time (counted).
- Texture in music means how the melody, tempo and sounds are combined to make a piece of music.
- Singing is to perform songs or tunes using our voices.
- An ensemble is when a group of people perform together.
- Pitch is how high or low a sound is.
- Dynamics are how loud or quiet the music is.
- Un-tuned instrument is an instrument that does not play set notes e.g. drums.
- The structure of a piece of music, is how it is put together.

### Physical Education Crucial Knowledge

#### Hockey

- Striking is when you hit a ball with a bat, stick or racket.
- Attack is to try to move past and score against the opposing team.
- Defend is to block the other team and stop them from scoring.
- 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.

	<ul style="list-style-type: none"> <li>• Competing means to do your best against others.</li> </ul>
<b>Cricket</b>	<ul style="list-style-type: none"> <li>• Throw is to push an object by hand with a sudden forward motion ending with straightening the arm and wrist.</li> <li>• Catching is the use the hands to stop and hold a moving object. Eyes on the object, Finger tips together (two handed catch)</li> <li>• Agility is how quickly you can change direction whilst maintaining speed, balance and power.</li> <li>• Communicating with others giving and receiving information.</li> <li>• Collaboration is working with others to achieve/create something.</li> <li>• Competing means to do your best against others.</li> <li>• Striking is when you hit a ball with a bat or racket</li> </ul>
<b>Religious Education Crucial Knowledge</b>	
<b>Belief in Action</b>	<ul style="list-style-type: none"> <li>• Christians believe that Sundays are a day to rest and to prepare for the week ahead.</li> <li>• The 'Shabbat' (often called the Sabbath) is the Jewish day of rest. Jews regard this day as a gift given to them by God.</li> <li>• Shabbat begins at nightfall on Friday and lasts until nightfall on Saturday.</li> <li>• Beliefs about a day of rest are connected to religious teachings e.g. The Ten Commandments.</li> </ul>
<b>Personal, Social Health &amp; Economic Education Crucial Knowledge</b>	
<b>How can we keep healthy as we grow?</b>	<ul style="list-style-type: none"> <li>• You can be healthy by eating a balanced diet.</li> <li>• Exercise and sleep are also important for your health.</li> <li>• It is important to understand how you feel (moods and emotions).</li> <li>• You should speak to a trusted adult if you feel that something isn't ok.</li> <li>• We must look after our mental health as well as our physical health. We can be supported by family, friends and professionals if needed.</li> </ul>
<b>French Crucial Knowledge</b>	
<b>Crucial knowledge question</b>	<b>Crucial knowledge answer</b>
<ul style="list-style-type: none"> <li>• Shopping for food – I would like - tomatoes, lemonade, strawberries, cheese, cream, bread.</li> <li>• How much is it? Its _____ euros.</li> </ul>	<ul style="list-style-type: none"> <li>• Je voudrais – des tomates, de la lemonade, des fraises, du fromage, de la crème, du pain.</li> <li>• C'est combien? C'est _____ euros.</li> </ul>