Year group: 6

	Terms 1 & 2	Term 2	Term 3
Theme name	**Tides of Change**	**Carnival of Colour**	**Yo Ho Ho**
Stimulus / trips	Herne Bay Walk Victorian Day	Zoo Lab Samba Band and Carnival	Turner Contemporary/Synagogue Reculver, Herne Bay Pier
Topic objectives	**History:** significant turning points in British history the industrial revolution **Geography:** Herne Bay changes since Victorian Era **Art and design:** improve mastery of techniques **Science:** Electricity, Light and Shadows	**Geography:** latitude, longitude region study understand biomes **Art and design:** Sketchbook animals; sculpture **Design/Technology:** masks **Music:** drums **Science:** Classification, Evolution and Adaptation	**History:** local history, smugglers **Geography :** use 4/6 figure grid references & changes in coastline **Art and design:** Herne Bay Pier annotated sketches **Design/Technology:** Herne Bay Pier adaptations for 2020. Google Sketchup **Science:** Forces
English objectives (fiction / non fiction)	Diary writing, letter writing, setting description.	Non-fiction: discussion 'where to live Brazil/East Kent' Non-fiction: fact-file zoo lab	Non-fiction: a trip recount Non-Fiction: journalistic 'Come to East Kent'
Texts	Oliver Street Child	Jungle Book Brazilian Folktales Poetry	How to be a pirate Cressida Cowell Treasure Island Moonfleet
Non-topic objectives (stand alone objectives)	**Computing:** Digital Literacy: Creating a	**Computing:** Computing Technology: Controlling external components with a	**Computing:** Computer Science: Using procedures to create reusable code

	website	computer.	Digital Literacy: Creating stimulating presentations that combine a range of media
	Computer Science: Using a pen and music / sounds within a program	Digital Literacy: Using formulae and graphs within a spreadsheet	