Mylor Bridge CP School

Curriculum Sequencing ~ Spring 1 ~ Year 6

Art and Design	Computing	Design Technology	Geography
Unit: Still Life	Unit: Spreadsheets	Unit: Steady Hand Game	Unit: Natural Disasters in North America
Lesson Sequence: • Know how to sketch ideas for a skill life study • Use charcoal for a still life study • Know how to draw a still life study using a negative medium • Know how to use paints to create a still life piece	Lesson Sequence: • Use a spreadsheet to investigate possibility • Use a spreadsheet to create a computational model • Use a spreadsheet to plan pocket money spending • Know how to plan a school event using spreadsheets	Lesson Sequence: • Know how steady hand games are made • Know how to design a steady hand game • Know how to construct a stable base • Know how to make a steady hand game	Lesson Sequence: • What is a natural disaster? • How do earthquakes happen? • What happens in a volcanic eruption? • How did New Orleans prepare for Hurricane Katrina? • How can people prevent wildfires?
Outcome: Four pieces showing the same study using different techniques	Outcome: Sharing of their school events	Outcome: A functional steady hand game using an electronic circuit	Outcome: Comparative essay

Languages	Music	P.S.H.E.	P.E.
Unit: Where am I going? Aller	Unit: Em/Dm	Unit: Understanding Relationships	Unit: Hockey
Lesson Sequence: • Know how to use je vais to say where I'm going • Know how to use dans and a to mean in and to • Use different forms of aller (tu vas)	Lesson Sequence: • Know how to play an Em chord • Know how to play a Dm chord	Lesson Sequence: • Know about families of all different types • Know about different commitments in life • Understand that families have ups and downs and how to deal with family conflicts • Know how you can say no when you feel uncomfortable • Know how to model positive behaviour	Lesson Sequence: • Use passing, dribbling and moving skills to keep possession and score • Know how to use these skills in mini games • Know how to regain possession quickly • Know how to use attacking tactics • Know how to use defensive tactics
Outcome: A simple conversation about directions	Outcome: Count on Me – Bruno Mars (performance)	Outcome: Various	Outcome: A tournament of hockey games

RW	Science
Unit: Why do Hindus want to be good?	Unit: Electricity
Lesson Sequence: • What is meant by karma and dharma? • What are the Brahman and Atman? • How does dharma influence how Hindus live?	Lesson Sequence: • What are the components of an electrical circuit? • What symbols are used when circuits are drawn? • How can I troubleshoot a faulty circuit? • How can I create a steady hand game using a circuit?
Outcome: A comparison between Hindu beliefs and our individual lives	Outcome: A functional steady hand game using an electronic circuit