



## St Mary's

Catholic Primary School and Nursery

### Classroom Monitor Objective Overview

#### Year 6 – Summer 1

Evolution & Inheritance and Transition Project

**Curriculum Day: Science**

<b><u>English - Reading</u> Word Reading</b>	<ul style="list-style-type: none"><li>• Read aloud and understand the meaning of new words they meet.</li></ul>
<b><u>English - Reading</u> Comprehension</b>	<ul style="list-style-type: none"><li>• Continue to read and discuss an increasingly wide range of texts for a range of purposes</li><li>• Discuss books; explain their understanding and justify their views</li></ul>
<b><u>English-</u> Spoken language</b>	At a level appropriate to Year 6: <ul style="list-style-type: none"><li>• give well-structured descriptions, explanations and narratives for different purposes, including for expressing feelings.</li></ul>
<b><u>English -</u> Handwriting</b>	<ul style="list-style-type: none"><li>• Ensure appropriate handwriting.</li></ul>
<b><u>English - Writing</u> Spelling</b>	<ul style="list-style-type: none"><li>• Use further prefixes and suffixes.</li><li>• Use arrange of strategies to spell accurately.</li></ul>
<b><u>English - Writing</u> Composition</b>	<ul style="list-style-type: none"><li>• Ensure effectiveness of writing in terms of impact and suitability for audience and purpose</li><li>• Increase effectiveness of narrative writing</li><li>• Précis longer passages, justifying inclusions and exclusions</li></ul>
<b><u>English - Writing</u> VGP</b>	<ul style="list-style-type: none"><li>• Use advanced punctuation</li><li>• Understand and use grammatical terminology accurately and appropriately</li></ul>
<b><u>Mathematics</u> Geometry</b>	<ul style="list-style-type: none"><li>• Draw 2D shapes and build simple 3D shapes to specifications</li><li>• Compare and classify geometric shapes, including circles</li><li>• Find unknown angles and lengths</li></ul>
<b><u>Mathematics</u> Measurement</b>	<ul style="list-style-type: none"><li>• Understand and use pie charts and line graphs</li><li>• Calculate and interpret the mean as average</li></ul>
<b><u>Mathematics</u> Ratio</b>	<ul style="list-style-type: none"><li>• Solve problems involving the relative sizes of 2 quantities or shapes</li><li>• Solve problems involving percentages</li><li>• Solve problems involving unequal sharing and grouping</li></ul>
<b><u>Science</u> Evolution &amp; Inheritance</b>	<ul style="list-style-type: none"><li>• Recognise fossils show how living things have changed over time</li><li>• Recognise living things produce offspring, but normally offspring are not identical to parents</li></ul>
<b><u>Working scientifically</u></b>	<ul style="list-style-type: none"><li>• Use test results to make predictions to set up further comparative and fair tests</li></ul>



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<b><u>Geography</u></b>	<ul style="list-style-type: none"><li>• Explore and explain topical geographical issues over time.</li><li>• Use longitude and latitude as a guide to a location on an atlas.</li></ul>
<b><u>Design and Technology</u></b>	<ul style="list-style-type: none"><li>• Design products that are innovative and appeal to individuals or groups.</li></ul>
<b><u>Art &amp; Design</u></b>	<ul style="list-style-type: none"><li>• To know how to record minute detail.</li></ul>
<b><u>Music</u></b>	<ul style="list-style-type: none"><li>• Find similarities and differences between different historical composers and musicians.</li></ul>
<b><u>Computing</u> <u>Unit 6.6</u> <u>Networks</u></b>	<ul style="list-style-type: none"><li>• Understand the opportunities computer networks offer for collaboration</li><li>• Understand the basic workings of computer networks including the internet</li></ul>
<b><u>PE</u> Outdoor: <b>Athletics</b></b>	<ul style="list-style-type: none"><li>• Run longer distances; knowing when to use a sprint.</li><li>• Use a body shape to decrease air resistance when running.</li><li>• Use the correct action to throw a javelin with a run up.</li><li>• Jump: one foot to same foot to two feet</li></ul>



## St Mary's

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### Classroom Monitor Objective Overview

#### Year 6 – Summer 2

Evolution & Inheritance and Transition Project

**Curriculum Day: Science**

<b><u>English - Reading</u> Word Reading</b>	<ul style="list-style-type: none"> <li>• Read aloud and understand the meaning of new words they meet.</li> </ul>
<b><u>English - Reading</u> Comprehension</b>	<ul style="list-style-type: none"> <li>• Continue to read and discuss an increasingly wide range of texts for a range of purposes</li> <li>• Discuss books; explain their understanding and justify their views</li> </ul>
<b><u>English-</u> Spoken language</b>	<p>At a level appropriate to Year 6:</p> <ul style="list-style-type: none"> <li>• give well-structured descriptions, explanations and narratives for different purposes, including for expressing feelings.</li> </ul>
<b><u>English -</u> Handwriting</b>	<ul style="list-style-type: none"> <li>• Ensure appropriate handwriting.</li> </ul>
<b><u>English - Writing</u> Spelling</b>	<ul style="list-style-type: none"> <li>• Use further prefixes and suffixes.</li> <li>• Use arrange of strategies to spell accurately.</li> </ul>
<b><u>English - Writing</u> Composition</b>	<ul style="list-style-type: none"> <li>• Ensure effectiveness of writing in terms of impact and suitability for audience and purpose</li> <li>• Increase effectiveness of narrative writing</li> <li>• Précis longer passages, justifying inclusions and exclusions</li> </ul>
<b><u>English - Writing</u> VGP</b>	<ul style="list-style-type: none"> <li>• Use advanced punctuation</li> <li>• Understand and use grammatical terminology accurately and appropriately</li> </ul>
<b><u>Mathematics</u> Geometry</b>	<ul style="list-style-type: none"> <li>• Draw 2D shapes and build simple 3D shapes to specifications</li> <li>• Compare and classify geometric shapes, including circles</li> <li>• Find unknown angles and lengths</li> </ul>
<b><u>Mathematics</u> Measurement</b>	<ul style="list-style-type: none"> <li>• Understand and use pie charts and line graphs</li> <li>• Calculate and interpret the mean as average</li> </ul>
<b><u>Mathematics</u> Ratio</b>	<ul style="list-style-type: none"> <li>• Solve problems involving the relative sizes of 2 quantities or shapes</li> <li>• Solve problems involving percentages</li> <li>• Solve problems involving unequal sharing and grouping</li> </ul>
<b><u>Science</u> Evolution &amp; Inheritance</b>	<ul style="list-style-type: none"> <li>• Identify that living things adapt and that adaptation may lead to evolution</li> </ul>
<b><u>Working scientifically</u></b>	<ul style="list-style-type: none"> <li>• Report and present findings from enquiries</li> </ul>



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<b><u>Geography</u></b>	<ul style="list-style-type: none"><li>• Read the scale on contour lines on an OS map.</li><li>• Locate places on an OS map using 6 fig grid reference.</li></ul>
<b><u>Design and Technology</u></b>	<ul style="list-style-type: none"><li>• Evaluate existing products in relation to their purpose and audience.</li></ul>
<b><u>Art &amp; Design</u></b>	<ul style="list-style-type: none"><li>• To know how to add detail to background colours.</li></ul>
<b><u>Music</u></b>	<ul style="list-style-type: none"><li>• Understand when to use varying volumes, pitch and expression in voice to portray an idea or mood.</li></ul>
<b><u>Computing</u></b> <b><u>Unit 6.7</u></b> <b><u>Quizzing</u></b>	<ul style="list-style-type: none"><li>• Combine a variety of software to accomplish given goals on a range of digital devices</li><li>• Design and create systems that accomplish given goals</li><li>• Analyse and evaluate information and data</li></ul>
<b><u>PE</u></b> Outdoor: <b>Tennis</b>	<ul style="list-style-type: none"><li>• Hit a ball into a space to help increase score within a game</li><li>• Help other members of a team to find space within a team game</li></ul>
Indoor: <b>Rounders</b>	<ul style="list-style-type: none"><li>• Help other members of a team to find space within a team game</li><li>• In a game select the most appropriate person to pass to and the style of pass to use</li><li>• Hit a ball into space to help increase score within a game</li><li>• Call out for a catch in a game showing they know they are in the best place</li><li>• Choose the most appropriate throw to use within a game</li></ul>