

**Maths:**

- Geometry
- Decimals and percentages
- Ratio & proportion

**English:**

- Floodland* by Marcus Sedgwick
- Persuasion
- Report
- The Invention of Hugo Cabret* by Brian Selznick
- Narrative (mystery genre)

**Science:**

- Animals, including humans

**French:** All about me

**RE:** Is it better to express religion in arts and architecture or in charity or generosity?

Class: 6 Term: 3

**Survival! What if you found yourself alone?**

**Art:**

- Explore the theme of camouflage within the natural world. Develop drawings and paintings which experiment with camouflage

**DT:**

- design, build and evaluate a shelter used for survival.

**Geography:**

- Study and map the world (continents, major countries, rivers, mountains, water cycle and other geographical features)
- Consider socio-economic features of various countries—link to homelessness
- Study the UK as a whole, mapping key features
- Use 4 and 6 figure grid references on OS maps
- How do humans survive in different places and situations, i.e. during an earthquake, climbing high mountains, exploring the rainforest/polar regions?

**PE:**

- Gymnastics
- Tag Rugby—Bristol Sport

**Computing:**

- Handling information