



Dates for your diary:

- Wednesday 26th September- 3:15pm Year 6 Curriculum Meeting (Parents invited)
- Monday 30th September- Day 1 Bikeability (All week)
- Wednesday 2nd October- 3:15pm Meeting about Year 6 Residential
- Friday 11th October- 09:00am Year 6 Blue Whales (6WS) Class Assembly
- Friday 18th October- Whole School INSET
- Monday 21st October- Day trip to Cuckmere (All pupils to attend) Pupils going to PGL will then go on to Windmill Hill. Those not attending to return to school for the remainder of the week.
- Monday 4th November- Whole School INSET
- Monday 18th November- 3:30- 6:30pm Parents Evening
- Wednesday 20th November- 3:30-6:30pm Parents Evening
- Tuesday 3rd December- Flu Immunisations
- Wednesday 11th December- School Christmas Lunch
- Friday 13th December- Christmas Pantomime

**Year 6
Term 1 and 2
2019-2020**

Teachers:

Miss Wilkes and Mr Wright

Teaching Assistants:

Mrs Mair and Mrs Dunley

P.E./Swimming/Beach School:

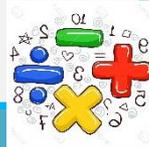
**P.E will be on Thursday afternoon
Swimming in Terms 2 & 6 on Monday
Beach School is on Monday (Week 2)**

Homework expectations:

- **Reading every night**
- **Comprehension activity set weekly**
- **Times tables Rock Stars daily**
- **MyMaths activity set weekly**

Maths

I can read, write order and compare numbers to 10,000,000
I can round numbers to 1,000,000 to the nearest **10, 100, 1000**
I can count forwards and backwards across zero, including negative numbers
I can solve addition and subtraction multi step problems
I can use formal written multiplication and division to calculate a 4 digit number by a 2 digit number
I can identify factors, multiples and prime numbers
I can compare and order fractions and generate linear number sequences
I can estimate to check my answers
I can add and subtract fractions that have different denominators
I can multiply pairs of fractions and divide fractions by whole numbers
I can recall fraction, decimal and percentage equivalences
I can describe positions of coordinates in all four quadrants on the coordinates grid
I can draw and translate simple shapes across all four quadrants



English

I can identify the key features of a text of use this to plan and evaluate my own writing
I can write a narrative from different points of view
I can write a discussion including both sides of an argument
I can write information and explanation texts about coastal protection and the history of smuggling in Sussex
I can use a wide range of punctuation accurately
I can explain the effect of organisational and presentational devices used in writing
I can use dialogue and descriptive devices to convey character



PSHE and R.E

I can explain how others celebrate their faith
I can identify the symbols used in religious celebrations
I can identify my goals and worries for the year and know how to express them
I can explain that there are universal rights for all children, and understand that for some children these are not met



Music

I can compose my own pieces based on a stimulus

I can perform and evaluate my own work

Year 6

Sussex Coast Smugglers

ICT

I can create codes for programmes



Art and DT

I can record observations and use these to revisit ideas
I can use collage effectively to create a sea landscape
I can use pattern and texture to create abstract pieces
I can use a range of techniques to create a household item from textiles



P.E.

I can pass and dribble a ball
I can defend and attack in a ball game
I can hold a precise and strong body posture to create a variety of shapes
I can perform and create complex sequences on my own and working with others



French

I can use a variety of topic words to build sentences

I can use basic words and phrases to introduce myself



Science

I can recognise that light appears to travel in straight lines and use this idea to explain that objects are seen because they give out or reflect light into the eye
I can explain that we see things because light travels from light sources to our eyes or from light sources to objects and then to our eyes
I can explain why shadows have the same shape as the objects that cast them

