MATHS
This half term, Year 6 will be working on their recall and fluency strategies daily. We will complete daily times table challenges to solidify learning.
During this half term we will also use part-part whole structure to solve additive problems as well as simplifying and solving addition and subtraction problems.

RE
This half term we will be learning about religious diversity in our local area and why community is important.

ENGLISH
In English, we will be focusing our reading around 'Holes' written by Louis Sachar. The book will be the focus for our guided reading activities and be an opportunity for pupils to read aloud to an audience. We will be completing a range of written tasks influenced by the narrator such as a narrative, diary entry and a non-chronological report. Children will recap and improve their understanding of spelling, punctuation, and grammar.

NAVIGATORS 3 AUTUMN TERM 1 CURRICULUM

PE
Year 6 will go swimming once a week until Christmas.

Alongside this, they will learn the skills in playing tag rugby.

READING
Year 6 will have a daily, 30-minute, reading session. In groups, they will explore 'Holes', read aloud, answer a variety of questions with reference to prediction, summarising, inference and understanding of vocabulary.

LMTW A World of Bright Ideas This unit teaches the following subjects:
Science- to explore, the force of gravity, air resistance and friction and mechanisms including levers, pulleys and gears
DT- to create a brand name, printed logo and three sample cards for a new greetings card company
Dance – to learn about the popular swing dance style of Lindy Hop and its historical reference
History – to learn about inventions from the past

LMTW A World of Bright Ideas This unit teaches the following subjects:
PSHE- work collaboratively towards common goals, recognise strengths and show consideration for other people's views
Music- to focus on the development of the guitar and the flute including changes that have taken place in the evolution of each instrument
ICT/Computing- to set up a fictional software business that makes games to help schools pupils improve their numeracy skills