## Science

In science we will be studying the topic of Evolution and Inheritance. We will be looking at the work of Charles Darwin, his discoveries and investigating for ourselves how animals have changed over time and how they have adapted to environments they live in. We will research our own family tree and discuss how things may have been inherited across generations.

## Computing

In computing we are studying animation and using computer software to create our own flipbook animations. We will use this software to animate topic based things and a number of one off challenges, such as the changing seasons.

## Art & Design Technology

In Art, we will continue to investigate the use of tone and shade in our drawings whilst working with a variety of mediums to create our artwork based around the theme of Greek myths, gods and goddesses

Year 6 Term 3 and 4 2021	In Geography we will be learning about the location of Greece and its human and physical features. We will also be looking at lines of latitude and longitude and Greenwich Mean Time and its importance.
	History
Enquiry based Learning Project	We are studying Ancient Greece, its place within history and how they lived.
Term 3: 'Who Do You Think You Are?'	
<u>Term 4:</u> 'The War with Troy'	Music The children will have opportunities to listen and appraise different types of music as well as getting to use programmes to compose their own.
<b>Religious Education</b> In RE we will exploring the big question; 'What matters most to Christians and Humanists?' This investigation enables pupils to learn in depth from Christianity and from Humanism, a non-religious way of life.	<b>PE</b> Within school, the PE will mainly be indoors, encompassing table tennis, bench ball, dodge ball and circuit workouts.
	PSHE
Languages We will be continuing with our French lessons, focusing on learning key questions and responses and sharing our likes and dislikes.	We will be looking at rules and laws in the houses of Parliament and healthy eating and lifestyles.

Caarwanhu