RE	Computing PS		
I know how Incarnation and Salvation fit within the timeline of the 'big story' of the Bible. Christian's interpret the death of Jesus in the New Testament in a variety of ways: for example, as a sacrifice for sin; as a victory over sin, death and the devil; paying the punishment as a substitute for everyone's sins; rescuing the lost and leading them to God. Christian's remember Jesus' sacrifice through the service of Holy Communion (also called the Lord's Supper, the Eucharist or the Mass) Christians believe that Jesus calls them to sacrifice their own needs to the needs of others, and some are prepared to die for others and for their faith. I can make clear connections between the Christian belief in Jesus' death as a sacrifice and how Christians celebrate Holy Communion. I can explain connections between Isaiah 53, John 19 and the key concepts of Messiah, Sacrifice and Salvation, using theological terms.	Making computer games I know that computer games use algorithms with different user inputs and outputs so that the outcome is not the same each time. I know that moving and editing blocks in an algorithm will change the order and the outcome of actions. I can predict what these changes will be and use this to make decisions. I can program an algorithm as a sequence of game instructions with actions and consequences. I can add additional features, such as sound or point scoring to enhance the appeal of a game. User input – what the computer game user does e.g. directing a character, answering a question or pressing a button. Output/outcome – what happens as a result of the actions the game user takes e.g. the car crashes, you win the game, the character speeds up.		
Geography I can identify the different layers of the Earth. I know volcances are formed when rock from the mantle melts and is pushed to the surface through the Earth's crust. As the volcance erupts it forms lava flows and ash deposits. The Earth's surface is made up of plates that move (very, very slowly). I can describe how the movement of these plates affect volcances. Volcances can be active (there is regular activity at this volcance), dormant (there has been activity here but there isn't any at the moment and extinct (it has been so long since this volcance erupted that it is unlikely to happen again) I know that some people choose to live in areas near natural disaster zones and I can explain why. I can use case studies to explain the impact that natural disasters can have on people and the environment. I can give reasons (including wealth, warning and preparation) as to why the impact may be greater or less in different places. Ring of Fire, Pacific Ocean Chile 1960 Japan 2011	Music Art I can use different chord progressions – C, D, E, F and G. (Sk I can apply my knowledge of the chord progressions – I can apply my knowledge of the chord progressions – I can apply my knowledge of the chord progressions – C,D,E,F and G to play familiar songs. I can able to read guitar chord diagram boxes using 5 major and 5 minor chords. I can able to draw chord diagram boxes, representing 5 major and 5 minor chords. I kn ske I am able to draw chord diagram boxes, representing 5 major and 5 minor chords. I can able to free to the chord boxes are presented by the chord boxes. I can able to the chord boxes. I am able to draw chord diagram boxes. I can able to the chord boxes. I can able to the chord boxes. I am able to the chord boxes. I can able to the chord boxes. I can able to the chord boxes. I am able to the chord boxes. I can able to the chord boxes. I can able to the chord boxes. I am able to the chord boxes. I can able to the chord boxes. I can able to the chord boxes. I am able to the chord boxes. I can able to the chord boxes. I can able to the chord boxes. I am able to the chord boxes. I can able to the chord boxes. I can able to the chord boxes. I am able to the chord boxes. I can able to the chord boxes. I can able to the chord boxes. <		
PE I know techniques to ensure my starting and finishing positions are controlled. I can create sequences that flow including increasingly challenging gymnastic elements. I can create sequences that flow including increasingly challenging gymnastic elements. I can create sequences that flow including increasingly challenging gymnastic elements. I can catch a ball with balance whilst moving in any direction. I can vary my pass according to the receiver. I can quickly snatch a ball that is thrown around me in any direction (Y6) I can demonstrate controlled ball skills one-handed (Y6)	3 4 bar 4 4 Co Year 5 and 6 Spring 2 2021 Sca		
Science Sci	French I can use the verb être with adjectives to describe a person or thing Je suis - I am Tu es – You are être – To be I know that some French words have a silent final consonant. I can use the conjunctions et, mais and parce que to join main clau I can use masculine and feminine forms of adjectives: grand/grande – big petit/ petite - small		

PSHE

Courageous Advocacy and social injustice

am aware of the importance of respecting others even when they are very different from myself (for example, ohysically, in character, personality or backgrounds) know people can make different choices to myself or nave different preference or beliefs

know how to ask for advice or help for myself or others, and to keep trying until I am heard.

know about good role models and can use these as nspiration when discussing my beliefs.

<u>\rt</u>

Sketching with a focus on animal skin and texture)

can work in a sustained and independent way to create a letailed drawing

know how to use the boxing up method to support sketching and close observation of detail

can apply simple measuring techniques to develop a sense of proportion, scale and composition in my work.

Proportion – the relationship between the size of one element in a drawing and the size of another. For example, without a sense of proportion, you may draw an animal with front legs that are a lot longer than their back legs.

Composition – the arrangement of the drawing/s within the space. Artists experiment with how the different parts of their drawings are arranged to create focal points, backgrounds and foregrounds.

Scale – The size of one object in relation to another. For example, if you were drawing a lion and a mouse, your mouse would not be larger than your lion!

hing.		
lauses.		