


Year 6	Start Date: 13th April	Finish Date: 24th July	Values: Compassion, Collaboration, Curiosity
		Hook: Children will be asked to think about crime and punishment. We will consider what we already know and what we think it was like during different time periods.	Key Skills: <ul style="list-style-type: none"> ● Working with others. ● Improving own learning and performance. ● Communication ● Empathy
		Rationale: Children will build on their knowledge of periods in history that they have studied through KS2. Children will explore using different historical disciplinary concepts, how crime and punishment has changed over time in Britain. They will explore what was seen as a crime over time and the different punishments that were handed out to criminals. The children will find out about the development of the police force from the Victorian period right through to the new millennium	
		Outcome: Children will be able to identify changes in social history and explain how crime and punishment has changed from one period to the next in Britain.	
	Focus Area: History Through research, using a range of different sources, pupils will investigate crime and punishment from the Roman period onwards. They will then consider how the types of crimes and punishment have changed and the reasons for this.	OUT AND ABOUT During Out and About lessons, the children will experience geocaching and orienteering.	
	Discrete Teaching Programmes (DTPs): Daily maths, reading and writing lessons, PSHE, PE, RE, Art	Art Linking with our science lessons, pupils will be studying heart artist Jim Dine and create their own artistic response to his work using Gelli Plate printing. Linked Teaching Programmes (LTPs): English - Children will be completing their collection of English work focusing on writing effectively for a range of purposes and audiences, selecting appropriate language. Integrating dialogue to convey character and advance the action. Using a range of cohesive devices to make the writing flow. Computing: Children will complete their Young Coders project before we look at 3D modelling using Tinkercad. They will then use physical computing to explore the concept of selection in programming through the use of the Crumble programming environment. Children will be introduced to a microcontroller (Crumble controller) and learn how to connect and program it to control components (including output devices – LEDs and motors).	