Year 6	**Summer term**	**Values:** Communication, Independence, Interdependence

Hook: Children will watch an introduction to the Maya showing some of their achievements. They will also look at images from the Mayan period and make predictions about what life there was like.

Overview of learning: Children will use an enquiry approach to learn how the Maya ruled in the Classic period, how the Maya region was like England leading up to the 10th century and how the shifting powers compared between the Maya region and Anglo-Saxon England? Each lesson will focus on a specific historical skill including, chronology, historical significance, evidence and interpretation, similarity and difference and cause and consequence.

Outcome: Children will be able to identify key aspects of Maya life and be able to explain the rise and fall of the Mayans. They will also be able to explain the achievements of the Mayans and suggest why people of today are interested in studying this group of people.

Key Skills:
- Working with others.
- Improving own learning and performance.
- Communication
- ICT
- Empathy

Title: Ancient Maya civilization

Focus Area: History

The first lessons explore who the Maya people were, when and where in the world they lived and the reasons why they were so successful, particularly in the Classic period. The lessons then move on to discovering how we know about the Maya people, their beliefs and the hierarchy system that was in place in society and the important inventions that they made, especially in farming. The unit finishes with a comparison between the Ancient Maya Civilisation and Anglo-Saxon Britain, with a focus on the similarities and differences between the Maya City States and the Anglo-Saxon Kingdoms; drawing on the archaeological evidence available to us.

Supporting Focus Area: Art/DT/topic

In art, pupils will be researching the artist Jim Dine. They will then use Mono-Screen printing to print their own heart inspired poster.

Discrete Teaching Programmes (DTPs):

Daily maths, reading and writing lessons. PSHE (Keeping Safe – drugs and alcohol), PE, RE (The journey of life – rites of passage) Science (Animals including humans). Computing: Children will initially explore the concept of variables in programming through games in Scratch. 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).

Family Homework Task: To work on independent revision in preparation for SATs in May. Use the following links to support:

https://www.yearsix.co.uk/sats-boot-camp/

https://readtheory.org/