Date: 22<sup>nd</sup> December 2023

LSA: Mrs Wilcox

Year: 6

Class: Kahlo

Teacher: Miss Greenwood

	8:40 – 9:00	9:00 – 9:30	9.30-10.30	10:30- 10:45	10:45 - 11:45	11:45 – 12:15	12:15- 1:15	1.15 - 1.30	1:35 – 2:15	2:15 – 2:45	3:05 - 3:15
Monday	<i>Morning Job</i> Arithmetic, Reasoning + SPAG	Assembly	Maths To use coordinates to describe a position following a translation		<b>English</b> Developing the toolkit (Setting, opening/ending) Using the rule of three	Talk for Reading: Prediction and summary		ERIC	Science I can use classification keys to classify plants		Secret student
Tuesday	<i>Morning Job</i> Arithmetic, Reasoning + SPAG	Assembly (RE)	Maths To use coordinates to describe a position following a translation		<b>English</b> Developing the toolkit (Setting, opening/ending) Using personification	Talk for Reading: Prediction and summary		ERIC	<b>PE</b> Volleyball I can select the appropriate action and make this decision quickly.	<b>RSE</b> My relationships	Library
Wednesday	<i>Morning Job</i> Arithmetic, Reasoning + SPAG	Assembly Daily mile	English Developing the toolkit (Setting, opening/ending) Using language to affect the atmosphere in writing	Break	<b>Maths</b> Lyfta live lesson (Lego)	Talk for Reading: Read chapter 7	Lunch	ERIC	Geography How have polar oceans and polar animals adapted to their surrounding?		Secret student and class text
Thursday	<b>Morning Job</b> Arithmetic, Reasoning + SPAG	Assembly (RE)	Maths To reflect a shape across the x-axis or y-axis		<b>English</b> Shared write Boxing up the text	Talk for Reading: Read chapter 8, who is Blu?		ERIC	Music Play melodies on tuned percussion, melodic instrument on keyboards, following staff notation; Perform a range of repertoire pieces and arrangements combining acoustic instruments to form mixed ensembles.		Secret student and class text
Friday	<b>Morning Job</b> Arithmetic, Reasoning + SPAG	Assembly Daily Mile	<b>Maths</b> Arithmetic paper		<b>English</b> Shared write opening (Climax)	Talk for Reading: Read chapter 8, who is Blu?		ERIC	<b>Computing</b> Designing a game Designing code Reflection and improvement		Secret student and class text