Date: 15th 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	Morning Job Arithmetic, Reasoning + SPAG	Assembly Daily mile		Maths Recall and use equivalences between simple fractions and decimals, including in different contexts		English Learn model text Drama activity for recall Recall from others points of view	Talk for Reading: Chapter 2		ERIC	Science Give reasons for classifying plants and animals based on specific characteristics. (Invertebrates)		Secret student and class text
Tuesday	Morning Job Arithmetic, Reasoning + SPAG	Assembly (RE)	Daily mile	Maths recall and use equivalences between simple fractions and decimals, including in different contexts		English Learn model text Considering grammatical features I know, think, infer, and predict (comprehension)	Talk for Reading: Character profile		ERIC	PE	Design and Technology Paper bridge experiment	Library
Wednesday	Morning Job Arithmetic, Reasoning + SPAG	Assembly	Daily mile	Maths Multiply and divide proper fractions by whole numbers [for example, 1/3 ÷ 2 = 1/6	Break	English Learn model text Considering grammatical features I know, think, infer, and predict (comprehension)	Talk for Reading: Chapter 4 and 5	Lunch	ERIC	Geography I can explain polar day and polar night	RSE My relationships	Secret student and class text
Thursday	Morning Job Arithmetic, Reasoning + SPAG	Assembly (RE)	Daily mile	Maths Varied fraction fluency		English Learn model text Emotion tracking	Talk for Reading: Chapter 4 and 5		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	Morning Job Arithmetic, Reasoning + SPAG	Assembly	Daily Mile	Maths Arithmetic paper		English Circles planning Boxing up the text	Talk for Reading: Summary and predictions		ERIC	Computing Introducing variables Variables in programming Designing and improving a game		