



Topic	Spanish – Yo En El Mundo (Me in the World)	Theme	Community	Year Group	6
-------	--	-------	-----------	------------	---

Yo en el mundo

phonics

b sound in:
• hablo

v sound in:
• Navidad

z sound in:
• utilizar

accents Accents indicate the vowel is stressed. As seen in the words día and inglés.

ñ tilde This changes the 'n' to a 'ny' sound like in the English word 'onion'. As in the Spanish word español.

silent letters 'H' is always silent in Spanish as seen in the word verb hablo. It is pronounced ablo.

vocabulary

The vocabulary required for personal details:

*Me llamo Carmen.
Tengo trece años.
Vivo en Ciudad de México en México.
Hablo español.*

I am called Carmen. I am thirteen years old. I live in Mexico City in Mexico. I speak Spanish.

More challenging and authentic language connected to celebrations, religions and the the protection of our planet to widen the range of language.

grammar

To accurately use the 1st person conjugation of high-frequency verbs.

me llamo 'I am called' from the verb 'llamarse' (to be called)

tengo 'I have' from the verb 'tener' (to have)

vivo 'I live' from the verb 'vivir' (to live)

hablo 'I speak' from the verb 'hablar' (to speak)

voy 'I go' from the verb 'ir' (to go)

Prior Learning
<ul style="list-style-type: none"> I know how to say where I live using the 1st person high-frequency verb 'vivo' (I live). I know 10 nouns and their determiners for rooms of the house. I know how to say I do not have a particular room in the house using the negative structure in Spanish. I can describe where I live.

What I will learn:

- Objective 1: I will learn more about the 4 characters in the unit and the Hispanic world.
- Objective 2: I will learn more about the different celebrations celebrated in the Hispanic world.
- Objective 3: I will learn more about 2 different religious celebrations celebrated in the Hispanic world.
- Objective 4: I will improve my cultural awareness of Madrid in Spain and Lima in Perú.
- Objective 5: I will learn how the 4 characters are responsible global citizens by doing more to protect the planet.



Topic

Music - Baroque

Theme

Community

Year Group

6

Music - Baroque



Baroque period

The years between 1600-1750 when a particular type of music was being composed across Europe.

ostinato

A repeating part; can be a tune or a rhythm.

polyphonic

A musical texture in which different parts weave in and out of each other.

treble clef



bass clef



Claudio Monteverdi
1567 - 1643



opera

A dramatic performance in which a story is told using music and singing.

recitative

A section of an opera or oratorio where the sung melody imitates speech.

Johann Pachelbel
1653 - 1706



canon

Music in which very similar parts are introduced one by one to overlap.

Henry Purcell
1659 - 1695



ground bass

A repeating melody in the bass part, usually played by a cello, and most commonly found in Baroque music.

Johann Sebastian Bach
1685 - 1750



fugue

Music in multiple parts where a main theme (subject) and secondary theme (counter subject) appear over and over in different parts and at different pitches.

George Frideric Handel
1685 - 1759



oratorio

A dramatic vocal work on a religious theme, like an opera, but sung without staging.

Prior Learning

- I understand that a chord is the layering of several pitches played at the same time.
- I know that a 'bent note' is a note that varies in its pitch, e.g. the pitch may slide up or down.
- I understand that a chord is the layering of several pitches played at the same time.



Topic	Design Technology – Digital World	Theme	Community	Year Group	6
-------	-----------------------------------	-------	-----------	------------	---

Year 6 - Digital world: Navigating the world

Biodegradable	Materials that break down and form part of the soil as part of the natural decomposition process.
Boolean	A form of data, which consists of (true) 1s and (false) 0s values.
Environmentally friendly	Does not cause harm to nature (animals, plants etc).
Finite	Limited in number, will eventually run out.
If statement	To instruct a program to respond based on two or more conditions (e.g. if it is below 10 degrees celcius turn on the heating; else switch the heating off).
Mouldable	Can be made into any shape.
Product lifecycle	How long an object is expected to last before becoming unusable.
Product lifespan	How long an object will last, before being recycled.
Smart	A device with processing capabilities.
Sustainable	Can be maintained.

Key facts



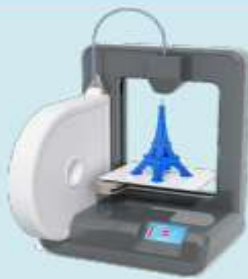
One electronic product with multiple functions could help lighten the load.

3D printing

A 3D printer can receive and output a 3D model file as a physical item.

It is very expensive to set up and fill with materials.

The models are restricted by the colour of the material the printer uses, but can be hand-painted after printing to add detail.



Sometimes we need multiple products to help us achieve something. This can be a lot to carry especially if you are trekking.



GPS tracker

Compass

A map

Torch or headlamp

Pedometer

Sustainable materials



Cork

Developed from living trees, without causing them harm. Cork comes from bark that regenerates.



Bamboo

Grows rapidly - some species will reach 3 ft in a single day.



Prior Learning

- I know that a device means equipment for a certain purpose or job and that monitoring devices observe and record.
- A sensor is a tool or device that is designed to monitor, detect and respond to changes for a purpose.
- Conditional statements (and, or, if Booleans) in programming are a set of rules which are followed if certain conditions are met.



Ridgeway Farm CE Academy – Knowledge Organiser

Topic

Computing - Coding

Theme

Community

Year Group

6

Key Learning

- To design a playable game with a timer and a score.
- To plan and use selection and variables.
- To understand how the launch command works.
- To use functions and understand why they are useful.
- To understand how functions are created and called.
- To use flowcharts to create and debug code.
- To create a simulation of a room in which devices can be controlled.
- To understand how user input can be used in a program.
- To understand how 2Code can be used to make a text-adventure game.

Key Vocabulary

Action

The way that objects change when programmed to do so. For example, move or change a property.

Co-ordinates

Numbers which determine the position of a point, shape or object in a particular space.

Execute/Run

Clicking the Play button to make the computer respond to the code. Execute is the technical word for when you run the code. We say, 'the program (or code) executes.'

Algorithm

A precise step by step set of instructions used to solve a problem or achieve an objective.

Event

An occurrence that causes a block of code to be run. The event could be the result of user action such as the user pressing a key (**when Key**) or clicking or swiping the screen (**when Clicked**, **when Swiped**) or when objects interact (**collision**). In 2Code, the event commands are used to create blocks of code that are run when events happen.

Command

A single instruction in a computer program.

Decomposition

A method of breaking down a task into manageable components. This makes coding easier as the components can then be coded separately and then brought back together in the program.

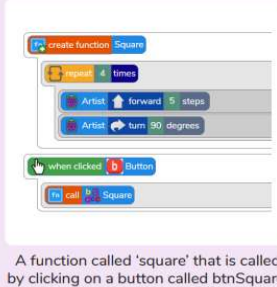
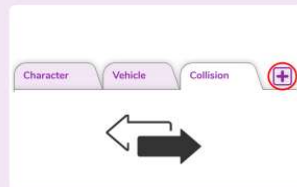
Debug/Debugging

Fixing code that has errors so that the code will run the way it was designed to.

Flowchart

A diagram that uses specifically shaped, labelled boxes and arrows to represent an algorithm as a diagram.

Key Images



Prior Learning:

- I can create a playable game using 2Code.
- I know what a simulation is.
- I can program a simulation using 2Code.
- I can understand what a function is and how functions work in code.
- I know how to make a string.

Function

A block or sequence of code that you can access when you need it, so you don't have to rewrite the code repeatedly. Instead, you simply **call** the function each time you want it.

Object

Items in a program that can be given instructions to move or change in some way (action). In 2Code Gorilla, the **object types** are button number, input, text, shape turtle, character, object, vehicle, animal.

Procedure

An independent code module that fulfils a task and is referenced within a larger body of code. In 2Code a procedure might be coded as a function.

Selection

Selection is a decision command. When selection is used, a program will choose which bit of code to run depending on a condition. In 2Code selection is accomplished using 'if' or 'if/else' statements.

Tab

In 2Code, this is a way to organise a program into separate pages (tabs) of code.

Input

Information going into the computer. This could be the user moving or clicking the mouse, or the user entering characters on the keyboard. On tablets there are other forms such as finger swipes, touch gestures and tilting the device. In 2Code the commands **prompt for input** and **get input** are used to prompt the user to enter typed input and then use this input.

Properties

These determine the look and size of an object. Each object has properties such as the image, scale and position of the object.

Sequence

This is when a computer program runs commands in order.

Simulation

A model that represents a real or imaginary situation. Simulations can be used to explore options and to test predictions.

Timer

Use this command to run a block of commands after a timed delay or at regular intervals.

Launch Command

This command will open another Purple Mash file or an external website that you specify when it is called.

Output

Information that comes out of the computer e.g. **sound**, **prompt**, **alert** or **print to screen**.

Predict

Use your understanding of a situation to say what will happen in the future or will be a consequence of something

Repeat

This command can be used to make a block of commands run a set number of times or forever.

Repeat Until

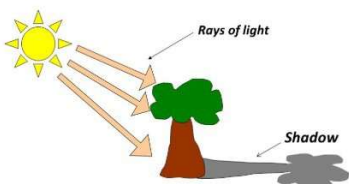
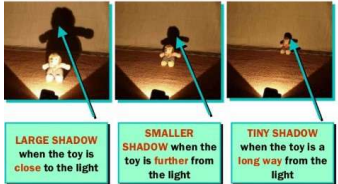
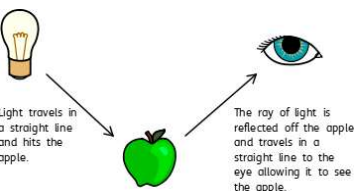
In 2Code this command will repeat a block of commands until a condition is met.

Variable

A named area in computer memory. A variable has a **name** and a **value**. The program can change this variable value. Variables are used in programming to keep track of things that can change while a program is running.



Ridgeway Farm CE Academy – Knowledge Organiser

Topic		Science - Light	Theme	Community	Year Group	6
What should I already know?				Key Vocabulary		
<ul style="list-style-type: none"> Certain things produce light, usually by burning (e.g. the Sun) or electricity (e.g. streetlights). Shiny materials do not make light but do reflect it. Shadows are caused when certain materials block light. Light travels in straight lines. When light is blocked by an opaque object, a dark shadow is formed. 				controlled variable	The thing(s) that are kept the same in an investigation.	
				dependent variable	The thing that will be measured in an investigation.	
What will I know by the end of the unit?				independent variable	The thing that will change in an investigation.	
				iris	The coloured part of the eye that controls the size of the pupil.	
How does light travel?	Light travels in a straight line. When you place a torch on a table in a dark room, the beam travels in a straight line. Reflection is when light bounces off a surface - this changes the direction in which the light travels.			lens	The part of the eye that focuses light onto the retina.	
What is the relationship between light sources and shadows?	Because light travels in straight lines, when there is an opaque object blocking the light, a shadow is formed. These shadows have the same shape as the objects that cast them. The size of a shadow changes as the light source moves.			light source	An object that produces light.	
				medium	Any substance which can allow sound or light to pass through it.	
				opaque	An object or material that does not allow any light to pass through it.	
				periscope	An instrument that uses mirrors to make objects visible around barriers.	
				pupil	The black part of the eye that lets light into the eye.	
				ray diagram	A diagram that shows how light travels.	
				reflection	When light bounces off an object.	
				refraction	The changing of direction of light when it passes from one medium to another.	
				retina	The layer at the back of the eye that is sensitive to light.	
	How do we see?				shadow	A dark area caused by an object blocking a source of light.
				solar eclipse	When the Moon passes between the Earth and the Sun and blocks the sunlight from reaching the Earth. This casts a shadow of the Moon on the Earth.	
				spectrum of light	The range of different colours seen when white light is passed through a prism.	
				translucent	An object or material that allows some light to pass through it.	
				transparent	An object or material that allows all light to pass through it.	



Ridgeway Farm CE Academy – Knowledge Organiser

Topic	RE	Theme	Community	Year Group	6
Key Question	Why do some people believe in God and some do not?				
What should I already know?			Key Vocabulary		
<ul style="list-style-type: none"> Christians believe in God. Muslims believe in Allah. People have different beliefs. Some people are religious whilst others are not. 			agnostic	When a person cannot say if God exists or not.	
			atheist	Someone that believes there is no God.	
			belief	An acceptance that something exists or is true, especially one without proof.	
Key Knowledge			Christian	A person who is a believer in Christianity.	
<ul style="list-style-type: none"> There are lots of different religious and non-religious groups in the world. Jews, Christians and Muslims believe in the same God. Hindus believe in many gods. Sikhs believe that there is only one God, who created everything. The name most widely used for God by Sikhs is Waheguru , which means 'wondrous enlightener'. In the Bible, there are quotes to describe God, for example: Genesis 1:1 (In the beginning God created the heavens and the earth.); Psalm 103:13 (As a father has compassion on his children, so the Lord has compassion on those who fear him;). Christians see God as creator and designer of the natural world. It's a belief shared with Sikhs, Muslims and Jews –but not with atheists. There are many reasons why people believe or do not believe in God. 			creation	The creating of the universe, especially when regarded as an act of God.	
			fact	A thing that is known or proved to be true.	
			Jew	A member of the people and cultural community whose traditional religion is Judaism.	
			justify	Show or prove to be right or reasonable.	
			Muslim	A follower of the religion of Islam.	
			opinion	A view or judgement formed about something, not necessarily based on fact or knowledge.	
			Sikh	A follower of the religion of Sikhism.	
theist	Someone that believes in God.				






Ridgeway Farm CE Academy – Knowledge Organiser

Topic	Geography - Mexico	Theme	Community	Year Group	6
--------------	--------------------	--------------	-----------	-------------------	---

Key Question	How do Mexico and Wiltshire compare?
---------------------	--------------------------------------

What should I already know?	Vocabulary	
<ul style="list-style-type: none"> We live in a town called Swindon (or a village called Purton) which is in Wiltshire. There are villages and towns in Wiltshire. Wiltshire is in England, which is a country. England, which is in the United Kingdom, is in the continent of Europe. The seven continents (including North and South America) and five oceans. Features of regions that lie on and between the tropics. The difference between human and physical features/characteristics. 		<p>Climate—the general weather conditions that are typical of a place</p> <p>Desert - A desert is any large region that gets very little rain each year. Very few plants or animals live in desert areas.</p>
<p style="text-align: center; background-color: #003366; color: white; padding: 5px;">What will I know by the end of this unit?</p> <ul style="list-style-type: none"> Wiltshire is the county where we live, located in the south-west of England, UK. Mexico is a country in North America, but its ancient history (like the Maya and Aztecs) links it to South America. It is bounded to the north by the United States, to the west and south by the Pacific Ocean, to the east by the Gulf of Mexico, and to the southeast by Belize, Guatemala and the Caribbean Sea. Mexico has diverse physical features such as mountains, volcanoes, deserts, rainforests, rivers and coastlines. Human features of Mexico include busy cities like Mexico City, tourist areas, farming regions, and large industries (e.g. oil, cars). Wiltshire and Mexico are different in climate, size, and geography - but both have farming, settlements, and rural areas. Climate zones and biomes describe the weather and natural environment - Mexico has tropical and desert zones; Wiltshire has a temperate climate with forests. Vegetation belts are regions where certain plants grow due to climate - like rainforests in southern Mexico and forests in the UK. Settlements and land use show how people live and work - Mexico has major trade exports (coffee, oil, fruit), while Wiltshire focuses on farming and small towns. 	<p>Economic Activity - An economy is simply how a country or region manages its resources. These resources can include money, people, land or even toys!</p> <p>Equator—an imaginary line around the middle of the Earth an equal distance from the North and South Pole</p>	
		<p>Human features—features of land that have been impacted by human activity</p> <p>Land Use—describes how a piece of land is used. It could be used for agriculture, residential, commercial, recreational, transport or forest/open land/water.</p>
		<p>Northern Hemisphere - The Northern Hemisphere is the half of Earth that is north of the equator.</p> <p>Peninsula - A body of land surrounded by water on three sides.</p>
		<p>Physical features—natural features of land</p> <p>Settlement - A settlement is a place where people live, either for a short time or permanently.</p>
		<p>Temperate—a place which is never extremely hot or extremely cold</p> <p>Trade—the activity of buying, selling or exchanging goods and services</p>
		<p>Trade route—a route, often covering long distances, that is used by traders</p> <p>Tropical - The term "tropical" refers to the regions of the Earth that are near the Equator. This area is known for its warm climate, where temperatures are generally high throughout the year.</p>