



Topic	Spanish - En El Colegio	Theme	Community	Year Group	6
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**phonics**

**b** sound in:  
• aburrido

**qu** sound in:  
• porque

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

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

**stress placement** Words that end in a vowel, 'n' or 's' are normally stressed on the second to last syllable like in-te-re-san-te, di-ver-ti-do.

**Vocabulary**

The nouns and determiners for 10 subjects.

The 7 days of the week in Spanish.  
Mon Tues Wed Thurs Fri Sat Sun

**Estudio español a las nueve.**

Language to describe what subjects I like/do not like and why.

**Me encanta el español porque es divertido.**

*I like Spanish because it is fun.*

**grammar**

To fully understand the role of gender and plurality in the choice of determiners.

**el español** **la música**

*Singular determiner 'the' for masculine nouns.*      *Singular determiner 'the' for feminine nouns.*

**las ciencias**

*Plural determiner 'the' for feminine plural nouns.*

The 1<sup>st</sup> person conjugation of the verb 'estudiar' (to study).

**Estudio español.** *I study Spanish.*

### What I will learn:

- Objective 1: I will learn the nouns and determiners for 10 subjects in Spanish.
- Objective 2: I will learn how to create a short phrase in Spanish about a subject I like and do not like.
- Objective 3: I will learn how to answer the question '¿Qué hora es?' (What time is it?) on the hour in Spanish.
- Objective 4: I will learn how to say at what time I study a particular subject in Spanish.
- Objective 5: I will use all my new knowledge from the unit to present to the class in spoken and/or written form.




Music - Baroque



<b>Baroque period</b>	The years between 1600-1750 when a particular type of music was being composed across Europe.
<b>ostinato</b>	A repeating part; can be a tune or a rhythm.
<b>polyphonic</b>	A musical texture in which different parts weave in and out of each other.



**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**

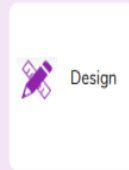
A dramatic vocal work on a religious theme, like an opera, but sung without staging.



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.

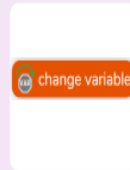
Key Images



Open design mode in 2Code.



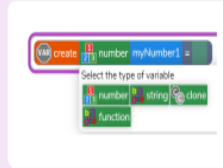
Switch to code mode in 2Code.



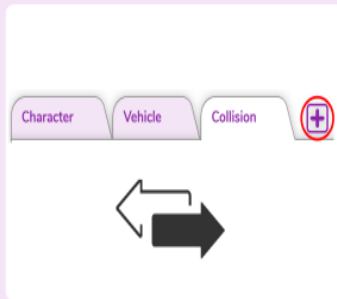
A change variable block.



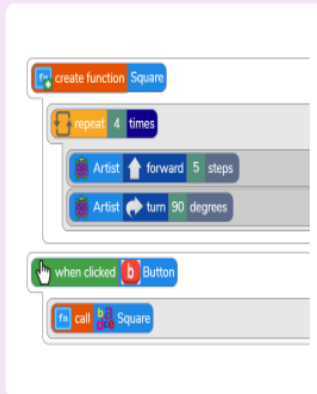
Example of combining variables and strings to print to the screen



Creating a variable in 2Code



Add a new Tab to your code or move code blocks between tabs



A function called 'square' that is called by clicking on a button called btnSquare.

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.

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.



### 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



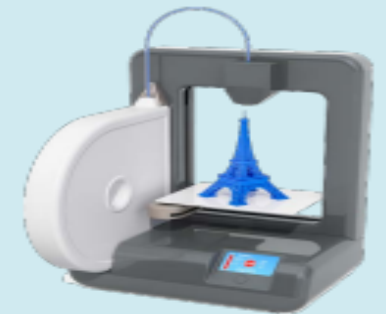
One electronic product with multiple functions could help lighten the load.

### 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.



### 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.

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



# Ridgeway Farm CE Academy - Knowledge Organiser

Topic	Science - Light	Theme	Community	Year Group	6
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## What should I already know?

- Certain things produce **light**, usually by burning (e.g. the Sun) or **electricity** (e.g. street lights).
- 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.

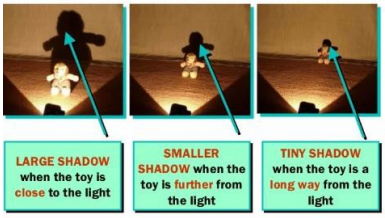
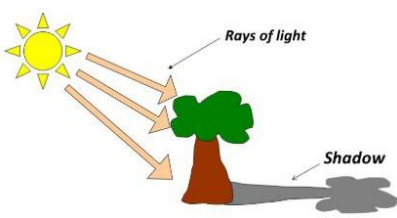
## Key Vocabulary

controlled variable	The thing(s) that are kept the same in an investigation.
dependent variable	The thing that will be measured in an investigation.
independent variable	The thing that will change in an investigation.
iris	The coloured part of the eye that controls the size of the pupil.
lens	The part of the eye that focuses light onto the retina.
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.
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.

## What will I know by the end of the unit?

**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.

**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.



**How do we see?**

Light travels in a straight line and hits the apple.  
The ray of light is reflected off the apple and travels in a straight line to the eye allowing it to see the apple.



# Ridgeway Farm CE Academy - Knowledge Organiser

Topic	RE	Theme	Community	Year Group	6
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Key Question	Why do some people believe in God and some do not?				
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What should I already know?	Key Vocabulary				
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- 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.
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atheist	Someone that believes there is no God.
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### Key Knowledge

belief	An acceptance that something exists or is true, especially one without proof.
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- There are lots of different religious and non-religious groups in the world.
- Jews, Christians and Muslims believe in the same God.

Christian	A person who is a believer in Christianity.
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- 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'.

creation	The creating of the universe, especially when regarded as an act of God.
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- 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:).

fact	A thing that is known or proved to be true.
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- 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.

Jew	A member of the people and cultural community whose traditional religion is Judaism.
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- There are many reasons why people believe or do not believe in God.

justify	Show or prove to be right or reasonable.
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Muslim	A follower of the religion of Islam.
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opinion	A view or judgement formed about something, not necessarily based on fact or knowledge.
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Sikh	A follower of the religion of Sikhism.
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theist	Someone that believes in God.
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# Ridgeway Farm CE Academy - Knowledge Organiser

Topic	Geography - Mexico	Theme	Community	Year Group	6
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Key Question	How do Mexico and Wiltshire compare?				
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What should I already know?	Vocabulary
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- 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.

Climate—the general weather conditions that are typical of a place	Continent—a very large area of land that consists of many countries
Equator—an imaginary line around the middle of the Earth an equal distance from the North and South Pole	Export—goods that are sold to other countries
Human activity - The different things that people do.	Human features—features of land that have been impacted by human activity

What will I know by the end of this unit?
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- Mexico is the continent of North America (and subcontinent of Central 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.
- It is the most populous Spanish-speaking country in the world.
- The Tropic of Cancer effectively divides the country into temperate and tropical zones.
- Mexican society is characterized by extremes of wealth and poverty.
- There are 7 different climate regions in Mexico.
- Mexico City is the capital city of Mexico and is among one of the fastest growing cities in the world.
- The human geography of Mexico City and Wiltshire has changed over the years.
- Wiltshire is a mostly rural area and its largest settlements are: Swindon, Salisbury, Chippenham and Trowbridge.
- Mexico has an area of 1,972,550 km<sup>2</sup>. It is the 13<sup>th</sup> largest country by area in the world.
- Wiltshire has an area of 3485km<sup>2</sup>.

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.	Physical features—natural features of land
Temperate—a place which is never extremely hot or extremely cold	Topography - describes the physical features of an area of land. These features typically include natural formations such as mountains, rivers, lakes, and valleys. Manmade features such as roads, dams, and cities may also be included.
Tourist—a person who is visiting a place for pleasure and interest, especially when they are on holiday	Trade—the activity of buying, selling or exchanging goods and services
Trade route—a route, often covering long distances, that is used by traders	Tropics—parts of the world that lie between two lines of latitude. The tropics have a humid climate, where the weather is hot and damp.

