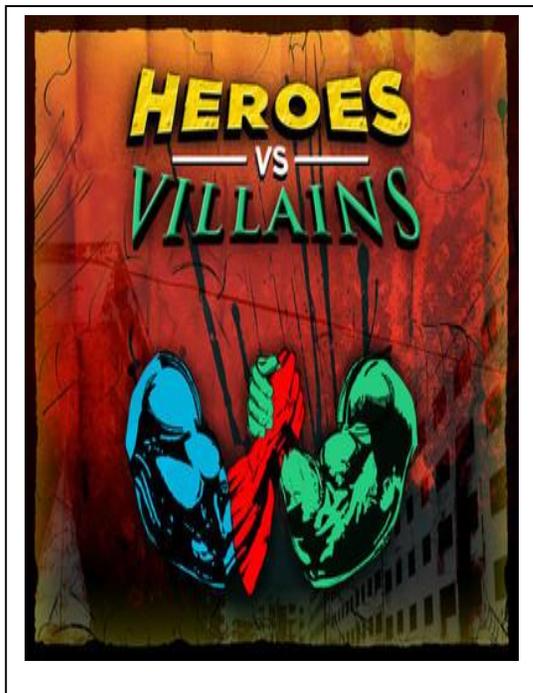




Rise Park Curriculum Map – Year 6 (Autumn Term)



Title: Heroes and Villains



Areas of Learning (Wider curriculum links)

As writers, we'll create our own gadgets to sell to MI6 after being inspired by our class text 'Stormbreaker' by Anthony Horowitz. We will also create our own villain and write a horror story, choosing words and phrases for effect.

As geographers, we will explain how human activity has caused our environment to change and what we can do to help prevent this change.

As artists, we will focus on a scene from our class text to turn into a diorama, highlighting the plight of our hero.

As designers, we will build shelters to survive in the hostile wilds of the planet (the school field!).

In RE, we will take a closer look at the Holocaust from the German civilian perspective and the moral dilemmas they faced.

In ICT, we will look closely at digital citizenship and understand how we can be heroes online.

Drivers

Emotional Awareness

We will discuss the choices that we make that define us as either heroes or villains.

Alex Rider loses his family – we will discuss dealing with family loss and where to find support.

We will also discuss how our environmental actions can distress other animals across the planet.

Possibilities & Enquiry

We will learn how to sell our own gadget (link to MI6), dipping our toes into a real-world skill.

We will develop problem solving skills within a context of survival (shelter building).

We will build a human heart from clay in Science, labelling key elements.

We will live the life of a spy at SI5.

Knowledge of the world

In the wider world people adapt to different challenges. We will briefly explore how this can lead to good (Alex) and the opposite (Herod Sayle) by learning about the plight of our lead characters.

In History, we will delve deep into the chronology of the Islamic Civilization.

Diversity

We will explore the cultural diversity of life in Baghdad and consider the holocaust from German civilians' perspectives.

Maths is a universal language – like Alex, we will use it to crack codes involving symbols and numerals when we visit SI5.