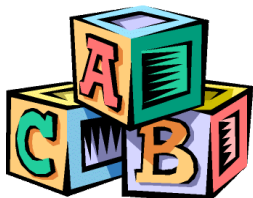


Primary 6 Learning Plan

Term:-3 Date: May/ June 2017

World Around Us Topic – Anywhere Island

	Reading	Writing	Talking & Listening
Literacy 	<ul style="list-style-type: none"> ➤ Know and understand the features and purposes of non-chronological reports and explanations ➤ Locate information confidently and efficiently through: using contents, indexes, sections and headings, skimming to gain overall sense of text, scanning to locate specific information, close reading to aid understanding, text-marking, using digital sources ➤ Understand the challenge and appeal of literature through: listening to literature being read aloud, reading accessible poems, stories, extracts, reading extracts from serials on television, discussing differences in language used ➤ Record predictions, questions, reflections while reading e.g. through the use of a reading journal ➤ Understand the concept of point of view from which a story is told and how this affects the readers response ➤ Compare and contrast the work of a single writer 	<ul style="list-style-type: none"> ➤ Plan, compose, edit and refine short non-chronological reports and explanatory texts, using reading as a source, focusing on clarity, conciseness and impersonal style ➤ Review and edit writing to produce a final form, matched to the needs of an identified reader. ➤ Use performance poems as models to write and to produce poetry through revising and redrafting ➤ Use a variety of stylistic features to create mood and effect. ➤ Know how to change point of view ➤ Write from another character's point of view ➤ Write an extended story, worked on over time on a theme identified in reading ➤ Write on to complete a section, resolve a conflict, write additional dialogue or a new chapter. ➤ Know how to use a wider range of punctuation marks ➤ Know and understand the work of a connective to link sentences within a paragraph and between paragraphs ➤ Use skills of planning, revising and redrafting to improve writing, including that which they have composed digitally ➤ Begin to formulate own personal style ➤ Secure skills in spelling, punctuation, sentence extension and development, paragraphing/linking paragraphs, planning, 	<ul style="list-style-type: none"> ➤ Know how to select poetry, justify choices and respond to poetry that emanate from different cultures and traditions ➤ Consider how working in roles helps to explore complex issues ➤ Use improvisation to explore themes e.g. hopes, fears and desires

		<p>drafting and redrafting</p> <ul style="list-style-type: none"> ➤ Use a range of ICT programmes to draft and present texts, make informed choices of which electronic tools to use for different purposes ➤ Use a neat, joined and legible handwriting style with increasing speed for all writing, including drafting ➤ Know and understand the term preposition and identify a range of prepositions ➤ Understand the role of preposition in the construction of phrases, e.g. in the morning; behind the shed, under the floorboards etc. ➤ Understand and use apostrophes for contraction and possession ➤ Know and understand when Standard English and dialect are appropriate and inappropriate, depending on audience, purpose and context. ➤ Know how writing can be adapted for different audiences and purposes ➤ Investigate word patterns and generate spelling rules ➤ Explore the meaning and origins of everyday words ➤ Understand how words vary across dialects ➤ Understand how words can be formed from longer words ➤ Understand the variety of uses of dictionaries, thesauruses and digital sources: to explore spellings, meanings, derivations and origins of slang, idioms, cliches, contemporary usage and quotations ➤ Compile own class/group dictionary using personally written definitions, e.g. of slang, technical terms. 	
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	Number	Measures	Shape & Space	Handling Data
Numeracy	<p>MENTAL MATHS Mentally subtract a single digit to/from a 1 d.p. number Mentally subtract a 2 digit multiple of 10 from a 3 digit multiple of ten, without bridging the hundred Mentally subtract a 3 digit multiple of ten from a 3 digit multiple of ten, without bridging the hundred Multiply any whole number by a multiple of 100, answers within 99 999 (e.g. 37×300, using partitioning strategy to multiply by 3 then by 100)</p> <p>FRACTIONS AND PERCENTAGES Know equivalence of simple fractions where the numerator is not 1. Find fractions of quantities where the numerator is not 1</p> <p>PLACE VALUE Count forwards and backwards in hundredths from different starting numbers. Demonstrate value of any number within 99 999 in terms of ten thousands, thousands, hundreds, tens, ones (units). Round 1 d.p. numbers to the nearest whole number.</p> <p>ADDITION AND SUBTRACTION Develop a standard written method for vertical addition and subtraction 10th Th H T U, inc. decimal numbers with up to 1d.p. (with exchange), estimating the answer before calculating.</p>	<p>LENGTH Apply knowledge of metric units of length to real life contexts, including estimating, selecting appropriate units and measuring equipment, involving up to 1 d.p. Understand concept of scale in maps and diagrams Read scale plans and diagrams.</p> <p>WEIGHT Apply knowledge of metric units of weight to real life contexts, including estimating, selecting appropriate units and measuring equipment, involving up to 1 d.p.</p> <p>CAPACITY Apply knowledge of metric units of capacity to real life contexts, including estimating, selecting appropriate units and measuring equipment (interpreting different scales effectively), involving up to 1 d.p.</p> <p>VOLUME Appreciate need for standard unit of volume. Understand that a cubic cm is a cube of side length 1cm, whose volume is 1cm^3. Estimate and measure volumes of cubes and cuboids using cm cubes.</p>	<p>2D SHAPE Classify triangles according to their particular properties, and so define equilateral, isosceles, right-angled and scalene triangles. Find the order of rotational symmetry of a range of 2D shapes.</p> <p>3D SHAPE Identify which net would produce a particular 3D shape. Construct 3D shapes using skeletons, to particular requirements (e.g. build a triangular prism which has an isosceles triangle face at each end)</p> <p>ANGLES AND DIRECTION Use LOGO to generate mathematical shapes and designs, using "Repeat" function where appropriate.</p>	<p>HANDLING DATA Identify events which have an equal chance of occurring as not occurring, and describe as "even chance". Find Mean and Range of a set of data Design and use a decision tree to sort and classify objects.</p>

	<p>MULTIPLICATION AND DIVISION Use written multiplication methods to multiply any number, including decimal numbers by any single digit number, answers within 99 999, estimating the answer first. Independently use a variety of ways of checking calculations. Solve a range of multiplication and division problems, using both written and mental methods, selecting the operation required. Independently review own way of working. Recognise and apply mathematics in contexts across the curriculum. Discuss and respond to open-ended questions</p>	<p>TIME Calculate start, finish times and durations using 24 hour system. Interpret timetables using 24 hour time system.</p> <p>SCALES Use a thermometer to measure temperature, and calculate temperature increases and decreases, including negative values.</p>		
	<p>Processes Select and use materials and equipment required for their work. Suggest ways a task might be approached. Plan own work and work systematically. Suggest how to present findings. Begin to choose a format to record work and give reasons for the choice. Explore and use a range of problem solving strategies, persevering when difficulties are encountered. Review and explain own way of working. Check accuracy of own results and findings.</p>			