



# Year 6—Mountains

## Essential knowledge

By the end of this unit children will:

Use the index in an atlas to find mountains. • Tell you the country a mountain range is found in. • Describe what a hill might look like based on its contours. • Identify an outcrop, a ridge the tree line and the snow line. • Describe how fault lines in the Earth's crust move to create mountains. • Describe how pressure from magma under the Earth's surface creates dome mountains. • Explain the differences between a weather forecast and climate. • Identify similarities between mountain climates. • Identify the risks associated with a mountain climate. • Describe some of the positive effects of tourism on an area in the Alps.

### Sensational Start

Create a piece of art work, inspired by mountains.

### Extraordinary Extra

Science Week experiments

### Fabulous Finish

Cardboard contours:

We will be creating our own mountains, helping pupils learn how hills and valleys are represented on OS maps, through the use of contour lines.

### Key dates:

World Book Day 5th March

Science Week 9th to 13th March

Parent's Evening 10th and 12th March

Last Day 27th March

### PE days

Hillary: Tuesday and Wednesday

Fields: Tuesday and Wednesday

Grylls: Monday and Thursday

Core Subjects:  
Links to theme

Magnificent Mountains—Theme Content—National Curriculum links

English

Key Texts:  
Paradise Sands— Levi  
Pinfold  
Stonewall: A Building. An  
Uprising. A Revolution—  
Rob Sanders

Maths

Fractions, Decimals &  
Percentages  
Area, Perimeter, Volume  
Statistics

Science

Light:  
Science this half term is all  
about Light. We will be build-  
ing upon the Electricity work  
from last half term, focusing  
on how light travels, how we  
see, reflection, refraction and  
shadows.

Foundation Subjects

Geography

Use maps, atlases, and globes lo-  
cate UK and world mountain  
ranges.  
To describe and understand key  
aspects of physical geography in  
the context of mountains..  
To discover what life is like living in  
the Alps.

Music

**Dynamics, Pitch and Texture**  
Appraising the work of Men-  
delssohn and further develop-  
ing the skills of improvisation  
and composition.

French

**Planning a French holiday.**  
We will learn to use different  
tenses to describe a holiday

Computing

**Code Breakers**  
**Bletchley Park.**  
We will learn about secret  
codes, brute force hacking  
and the importance of Bletch-  
ley Park in WW2.

Art and Design Unit

**Paint**  
**Kandinsky**  
We will learn about the work  
of the artist Kandinsky,  
practise our painting skills  
and create our own moun-  
tainous landscape.

PE

Sports Education  
Gymnastics

RE

**Christianity**  
We will be exploring the  
question  
“What does it mean for  
Christians to know that God  
is holy and loving?”

DT Day

**Electrical Systems:**  
**Steady Hand Game**  
Understand what is meant by  
fit for purpose design and form  
follows function. Design and  
develop a steady hand game  
using a series circuit, including  
housing and backboard.

RSE & British Values

Healthy Me  
Mutual Respect