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| ***Year 6: Where would a wolf survive on the continent of North America?*** | | |
| **Children will be able to…**   * Identify the position and significance of latitude, longitude, Equator, Northern Hemisphere, Southern Hemisphere, the Tropics of Cancer and Capricorn, Arctic and Antarctic Circle, the Prime/Greenwich Meridian and time zones (including day and night) * locate North America on a map, concentrating on its environmental regions, key physical and human characteristics, countries, and major cities * Compare and contrast 4 locations in North America: Florida, Alaska, New York and Mexico by researching their environmental regions and key physical and human characteristics. * Explain (based on knowledge gained about wolves) why a wolf would chose to live in a specific environment, drawing on their knowledge of four North American states. | | |
|  | **SKILLSChildren can…** | **OUTCOME**  **(SME)** |
| **GEOGRAPHY**  *Create a fact booklet about*  *Four locations in North America, focusing on key physical and human characteristics* | **Geographical Study and Field Work**   * Carefully select sources of evidence and sort out useful information from that. * Collect statistics about people and places and set up a database from field word or research. * Analyze data and describe similarities and differences e.g. population. * Speculate and hypothesize about what is found. * Suggest plausible conclusions and back up with supporting evidence. |  |
| **ART**  *Create a piece of artwork inspired by the Wolf literature studied.* | **Exploring and Developing**   * Use a full range of design, experimentation, exploration alongside the work of others to develop their own work.   **Using Materials**   * Make specific decisions about using different visual and tactile effects towards an end point.   **Control and expertise**   * Work with care and precision towards an end point, but make adaptations following their own reflections and the comments of others. |  |
| **DT**  *Create a dream catcher* | * Use their knowledge of –e.g.- science and art when designing |  |
| **Computing**  *Create a database* | * Create databases with fields, rows, columns |  |