

Curriculum Overview

Year 6 Autumn 2: Crime and Punishment

This term's driver topic is Crime and Punishment! We will be exploring how different crimes were punished before 1600 AD.

Main Enquiry questions

How were criminals punished 800 years ago, and how do we know? What does the legend of Robin Hood tell us about medieval justice? How did crimes and punishments change between 1500 and 1750? Why did punishments become so bloody in the 18th century? Has the way we catch and punish criminals improved in the last 100 years?

Key Concepts

We will be talking about how crime was punished before 1600 AD. We will also be considering why it was punished that way and how it is different today. We will be taking a look at the reasons it was so bloody and how crime and punishment has improved in the last 100 years.

English Texts

This term in English we will be studying the following texts: The Three Little Pigs Project. We will be creating newspaper headlines and a persuasive speech. The Polar Express by Chris Van Allsburg. We will be creating a narrative.

Maths Learning

This term in Maths we will be studying:

Fractions

Converting Units

Geographical Links	Science	DT	PE	Music	RE	Computing	French	PSHE
Crime and Punishment	Space	Textiles - Waistcoats	Gymnastics	Classroom Jazz	Why do Christians believe Jesus was the Messiah?	Creating media – Web page creation	Items of clothing	Health and Wellbeing

Our curriculum elements for this half term:



Trips, activities and/or visits this term:

We will be doing an introduction about the role of the police. We will look at their uniforms (including a stab vest with handcuffs/baton/fake spray & PSU kit). We will also cover Online Safety, Antisocial Behaviour, Bullying, Weapons, Water Safety & Road Safety/Speeding.



Learning hook	J	Speaking with the police about crime and punishment today to compare it to the past.
Fieldwork	Ť	Working with the local police to discuss how crime and punishment has changed. We will also be thinking about how crime and punishment has changed from our local area.
Written outcome	****	Writing a narrative text. Writing a fact file on a chosen animal.
Creative outcome		We will be making Waistcoats in DT.
Adventure (activities in Adventure Island)	No.	We will be shelter building, knot tying, harvesting rain water and going on an autumnal hike.
Play Project		Christmas craft.
Celebration		A chance to view your child's books at the end of the term. Date TBC.
Retrieval practice	F	Animals including Humans Measuring and recording data





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Suggested texts to read at home with your children

Millions



The Good Thieves Katherine Rundell



Frank Cottrell Boyce

Millions is the humorous tale of a not-so-great train robbery. Damian and Anthony are brothers who unwittingly find themselves in possession of a large amount of money after being caught up in a train robbery. The pair have big decisions to make needing to reconcile their wildly different ideas about what to do with the cash.

The Good Thieves transports readers back to the roaring twenties in New York City, complete with its mafia presence, its speak-easy hide-outs and promises of wealth. Vita arrives in New York to find that her grandfather has been robbed of his family home, Hudson Castle, by mafia-linked scammers. Clever and spirited Vita gathers together a crew of unlikely vagabonds to help her reclaim it, becoming the 'good thieves' who will carry out a Robin Hood style mission leading to a daring heist scene.

Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7
government	Advice	Ambitious	lead	Allowed	practice	1/11
guarantee	advise	cautious	led	aloud	practise	affect
harass	device	conscious	morning	altar	prophecy	aisle
hindrance	devise	delicious	mourning	alter	prophesy	complement
identity	farther	fictitious	passed	ascent	stationary	compliment
immediate	father	infectious	past	assent	stationery	descent
immediately	guessed	malicious	precede	bridal	steal	desert
individual	guest	nutritious	principal	bridle	steel	dessert
interfere	heard	precious	principle	cereal	wary	dissent
interrupt	herd	superstitious	proceed	serial	weary	draft
language		surreptitious	profit		who's	draught
leisure		suspicious	prophet		whose	effect
		unconscious				

