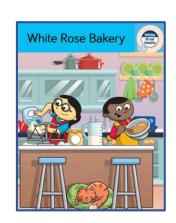
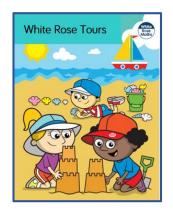


Year 6 Projects - Teacher Guidance

These projects have been produced with the aim of being completed in the Summer term of Year 6 following SATs and our Schemes of Learning.

The projects provide an opportunity to revisit many of the skills and curriculum content covered both in Year 6 and also the rest of Key Stage 2. This gives you the opportunity to ensure any possible gaps in understanding are addressed before children move on to secondary school. An overview of the curriculum content areas explored in each project can be found in the individual project overview documents.





The projects have been designed to explore maths in real life contexts, allowing children to see how important maths is in all aspects of life. As well as this we have looked to provide crosscurricular links where appropriate, for example, including tasks that develop design and technology skills and geographical knowledge. They also provide a great opportunity to explore and develop enterprise.



Year 6 Projects - Teacher Guidance

The projects have been created so that they can be used flexibly depending completely on the needs of your students. At points throughout the project you may feel that your students

require extra input on a specific topic
before continuing with the project or
attempting the activities. We would
encourage using other resources,
perhaps even revisiting small steps
from our Schemes of Learning, before
moving on if this is the case. As such there is

moving on it this is the case. As such there is no specific guidance for what to cover each lesson or how long the project will last

in total. However, we expect each project will last approximately 3 weeks.

The projects follow a similar format to the Home Learning videos and teaching slides provided for the small steps. There is an

element of input on an area of learning, followed by some optional independent practice opportunities in the form of a worksheet, and then a project activity. These activities link to each other and build throughout each project.



" Which is better value for mone

