Year 6 Long Term English Planning 2023-24

| Term | Autumn 1 | Autumn 2 |  | Spring 1 | Spring 2 |  | Summer 1 | Summer 2 |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Model Texts | Shackleton Diary Entry | Non-Chronological Report <br> Balanced Argument |  | Defeat the Monster | Persuasive Writing <br> Suspense |  | Portal Story | Formal Letters <br> Year 6 Report |  |
| Text type | Fiction | Non-Fiction | Non-Fiction | Fiction | Fiction | Non-Fiction | Fiction | Non-Fiction | Non-Fiction |
| Outcome | Diary Entry | Non-Chron Report | Balanced <br> Argument | Defeat the Monster | Suspense Story | Persuasive Writing | Portal Story | Letter | Own Y6 <br> Teacher <br> Report |
| Toolkit | Diary Recount | Non-Chron Report | Persuasive Toolkit | Characterisation Toolkit | Setting Description Toolkit | Persuasive Toolkit | Openings/ Endings Toolkit | Informal/for mal Letter Toolkit | Report writing Toolkit |
| Innovation | Endurance alternative event | Own fears (real or fictional) | Create own argument based on school life | Own Character | Create own spooky setting | Create own persuasive advert based on product. | Create own portal story going to a new land | Pick character from RJ and write a letter to/from them | Report on Teacher |
| Independent | Independent Diary Recount of event | Own <br> Non- <br> Chronological report | Create own balanced argument about own researched topic. | Defeat the Monster | Create their own spooky story. | Create persuasive writing regarding what they would want to put in Room 101. | New Portal Story set wherever | Own letter | Own Y6 child report written from teacher's perspective |
| Poetry | City of Silence |  |  | Alphabet Poetry | Poems in differ every day say Colle | nt forms: using ings (Sound tor) | Short Poem Sequence | Poems using | rsonification |
| Cross Curricular Links | Geography - Map Skills <br> World War 2 <br> Living Things and Habitats | PSHE - <br> RE - Christia <br> DT - Hea | ty First <br> Humanists <br> Burgers | World War 2 | Crime and | unishment | Science - Electricity DT - Architecture | End of Ye Geography - | Production mate Change |

