Curriculum Overview for Year 6

English

Reading

- Read a broad range of genres
- Recommend books to others
- Make comparisons within/across Develop legible personal writing books
- Support inferences with evidence •
- Summarise key points from texts
- Identify how language, structure etc contribute to meaning
- Discuss use of language including figurative
- Discuss and explain reading providing reasons, justification for views

Writing

- Use knowledge of morphology and etymology
- style
- Plan writing to suit audience and purpose
- Develop character and setting and Speaking and Listening narrative
- Select grammar and vocabulary for effect
- Use a wide range of cohesive devises
- Ensure grammatical consistency

Grammar

- Use appropriate register/slyle
- Use the passive voice for purpose
- Use features to convey meaning
- Use full punctuation
- Use language of subject /object

- Use questions to build knowledge
- Use spoken language to speculate, hypothesis and
- Use appropriate register for language

Art & Design

- Use sketchbooks to collect, record, review, revisit and
- Develop a wide range of art and design techniques using colour, pattern, texture, line, shape, form and space.

AUTUMN – Artist study SUMMER – Manga Art



Computing

Use sequence, selection and repetition in programs, work with variables and various forms

- Design and write programs to solve Problems
 - Detect and correct errors in programs
 - Understand uses of networks for
- collaboration & communication
- Be discerning in evaluating digital content

Design and publish Year book using Publisher

Number/Calculation

- Secure place value & rounding to 10,000,000, including negatives -All written methods, including long division
- Use order of operations (not indices)
- Identify factors, multiples & primes
- Solve multi-step number problems

Algebra

- Introduce simple use of unknowns

MATHEMATICS

Geometry & Measures

- -Confidently use a range of measures & conversions
- Calculate area of triangles / parallelograms
- Use area & volume formulas
- Classify shapes by properties -Know and use angle rules
- Translate & reflect shapes, using all four quadrants

Data

- Use pie charts
- Calculate mean averages

Fractions, decimals & percentages

- Compare & simplify fractions
- Use equivalents to add fractions
- Multiply simple fractions
- Divide fractions by whole numbers
- Solve problems using decimals & percentages
- Use written division up to 2dp
- Introduce ratio & proportion

Design & Technology

Cooking and nutrition

Understand and apply the principles of a healthy and varied diet.

Prepare and cook a variety of savoury dishes using a range of cooking techniques.

> -Making healthy meals e.g **Lentil Curry**

Use mechanical & electrical systems in own products

Geography

Locational Knowledge

• Name and locate Coutines and cities of the UK, geographical regions and their identifying human and physical

Place knowledge

- Study a region of South America **Human and Physical Geography**
- Physical geography of volcanoes and earthquakes. Geographical skills and fieldwork
- All aspects covered throughout the year.

Modern

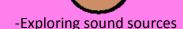
Languages

Listen & engage

- Engage in conversations, expressing opinions
- Speak in simple language & be understood
- Develop appropriate pronunciation
- -Present ideas & information orally
- Show understanding in simple reading
- Adapt known language to create new ideas
- Describe people, places & things
- Understand basic grammar, e.g. gender

-Broaden vocabulary- use a dictionary

Music



- Exploring lyrics ad melody - Exploring rhythm and pulse
- Exploring musical processes

End of Year Production

Science

Biology

Classification, including micro-organisms Health & Lifestyles, incl. circulatory system ② Evolution & Adaptation

Physics

Light & Shadows; the eye Electricity: investigating circuits

History

A study of an aspect or theme in British history that extends pupils chronological knowledge beyond 1066.

WWII

The achievements of the earliest Civilizations

Mayan Civilization

PE

Use running, jumping, catching and throwing in isolation and in combination

Play competitive games, applying basic principles Develop flexibility & control in gym, dance & athletics Take part in Outdoor & Adventurous activities Compare performances to achieve personal bests

Religious Come and See

Syllabus

Vocation Commitment Judaism

Expectations Sources

Unity Death and New Life

Islam Common Good

Witness and Healing

Education

Template created by Michael Tidd 2013 www.primarycurriculum.me.uk