

# Curriculum Overview

## Year 6

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>Reading Text</b>	<b>Street Child by Berlie Doherty</b> 	<b>The Last Wild by Piers Torday</b> 	<b>Letters from the lighthouse by Emma Carroll</b> 	<b>The Girl of the Ink and the Stars</b> 	<b>Wonder by RJ Palacio</b> 	
<b>Read at 3</b>		<b>Cosmic by Frank Cottrell Boyce</b>	<b>The Last Wild by Piers Torday</b>			
<b>Reading Skills</b>	Inference Prediction Determining the importance	Inference Summarising Author intent	Inference Making connections Prediction	Inference Determining importance Summarising	Inference Prediction Making connections	Inference Author intent Determining importance
<b>Writing Text</b>	 	 	 	 		

<b>The Write Stuff Unit</b>	The Graveyard Book by Neil Gaiman  Holiday review	The Firework Maker's Daughter by Philip Pullman  The Journey- 20th Century conflict by Francesca Samna	One Boy's War  Letters from the Lighthouse by Emma Carroll	Alma (Literacy Shed)  Argument piece	Goldilocks	Moth - A tale of Evolution (picture book) by Isobel Thomas
<b>Text Type/Genre</b>	Narrative: Mystery  Non-fiction: holiday review	Narrative: Adventure  Narrative- Recount	Narrative: Recount  Non-fiction: Postcard	Narrative: Suspense  Non-fiction: Argument	Non-fiction: Newspaper Report	Poetry: narrative
<b>Writing 1 + Grammar &amp; Punctuation</b>	<b>E1: to entertain: Narrative writing - building tension / description</b>	<b>E1: to entertain: Narrative writing - building tension / description</b>	<b>E1: to inform: Recount writing</b>	<b>E1: to persuade: Narrative writing</b>	<b>E1: to describe: Narrative writing - building suspense / description</b>	<b>E1: to inform: Report writing</b>
	E4: select vocabulary and grammatical structures that reflect what the writing requires. E.g. Short sentences to create tension  E3: Integrate dialogue to move the action forward  E4: Noun Phrases  E5: Use of adverbials for cohesion  E5: Use of commas for clauses.  W2: Paragraphing.  E3: Reported speech-inverted commas.	E4: select vocabulary and grammatical structures that reflect what the writing requires. E.g. Short sentences to create tension  E3: Integrate dialogue to move the action forward  E4: Noun Phrases  E5: Use of adverbials for cohesion  E5: Use of commas for clauses.  W2: Paragraphing.  E3: Reported speech-inverted commas.	E4, G3: Formal and informal language. Including Standard English. Showing conscious control of formality  E7, G4: Use of commas for clauses  E2, E4: Figurative language (similes, metaphors, personification). Descriptive devices.  E5: Use of adverbials for cohesion  G2: Choosing the appropriate register.	E4: select vocabulary and grammatical structures that reflect what the writing requires. E.g. Short sentences to create tension  E3: Passive tense verbs  E3: Integrate dialogue to move the action forward  E4: Noun Phrases  E5: Use of adverbials for cohesion  E5: Use of commas for clauses.  W2: Paragraphing.	E4: select vocabulary and grammatical structures that reflect what the writing requires. E.g. Short sentences to create tension  E3: Integrate dialogue to move the action forward  W3, E2 Characters, settings and atmosphere	E4, G3: Formal and informal language. Including Standard English. Showing conscious control of formality  E7, G4: Use of commas for clauses  E2, E4: Figurative language (similes, metaphors, personification). Descriptive devices.  E5: Use of adverbials for cohesion  G2: Choosing the appropriate register.



	Unit 3: Suffixes (3) test wc30/10				Revision Red & Orange Words Revision Red & Orange Words	Red & Orange Words
<b>Maths</b>	<p>To read and write numbers up to 10 000 000 and determine the value of each digit.</p> <p>To order and compare numbers up to 10 000 000.</p> <p>To round any whole number to a required degree of accuracy.</p> <p>To solve number problems that involve all of the above. To add and subtract using the formal column method.</p> <p>To solve addition and subtraction multi step problems, deciding which operations and methods to use and why.</p> <p>To identify common factors and common multiples. To multiply four digits by 2-digits using the formal written method of long multiplication.</p> <p>To divide numbers up to four digits by a 1-digit number using the formal written method of short division.</p> <p>To use a protractor to measure and draw angles.</p> <p>To draw 2D shapes using given dimensions and angles.</p> <p>To recognise and describe simple 3D shapes.</p> <p>To make nets and build simple 3D shapes.</p>	<p>To divide numbers up to four digits by a 2-digit whole number using the formal written method of long division.</p> <p>To solve problems with division.</p> <p>To add and subtract fractions with different denominators using the concept of equivalent fractions.</p> <p>To add &amp; subtract fractions with mixed numbers.</p> <p>To use simple formulae</p> <p>To express missing number problems algebraically</p> <p>To convert between standard units, converting measurements of length, mass, and volume from a smaller unit of measure to a larger unit, and vice versa, using decimal notation up to 3 decimal places.</p> <p>To convert between miles and kilometres.</p> <p>To solve problems involving the calculation of units of measure, using decimal notation up to 3 decimal places where appropriate.</p> <p>To solve multi step problems (addition and subtraction, including mixed numbers).</p> <p>To multiply proper fractions by integers.</p>	<p>To use negative numbers in context, calculating intervals across zero.</p> <p>To use roman numerals</p> <p>To know the priority of the order of operations in a calculation.</p> <p>To solve problems involving addition, subtraction, multiplication and division.</p> <p>Translate simple shapes on the coordinate plane.</p> <p>Draw simple shapes on the coordinate plane and reflect them in the axes.</p> <p>To identify the value of each digit in numbers up to three decimal places.</p> <p>To round decimals to the nearest integer, tenth and hundredth.</p> <p>To add and subtract decimals.</p> <p>To multiply by 10, 100 and 1000.</p> <p>To read and interpret line and pie graphs.</p> <p>To solve problems using line and pie graphs.</p> <p>To calculate and interpret the mean as an average.</p>	<p>To divide by 10, 100 and 1000.</p> <p>To multiply 1 digit numbers with up to two decimal places by whole numbers (practice).</p> <p>To divide decimals by integers</p> <p>To multiply and divide decimals in context (apply and reasoning).</p> <p>To use a fraction as division to calculate decimal/fraction equivalents.</p> <p>To understand fractions to percentage equivalents.</p> <p>To order fractions, decimals and percentages.</p> <p>To calculate the area and perimeter of rectangles and rectilinear shapes.</p> <p>To calculate the area of a triangle.</p> <p>To calculate the area of a parallelogram.</p> <p>To calculate the volume of a shape by counting cubes.</p> <p>To calculate the volume of a cuboid using a formula.</p> <p>To (use my knowledge of fractions, word problems and multiplication facts) to calculate and use ratio and scale factors in a variety of contexts.</p>	<p>To calculate percentage of an amount (one step).</p> <p>To calculate percentage of an amount (multi step).</p> <p>To calculate the whole number from a given percentage.</p> <p>To multiply and divide decimals in context.</p> <p>To use equivalences between fractions, decimals and percentages in different contexts.</p> <p>To solve problems which require answers to be rounded to specified degrees of accuracy. Bar graphs</p>	High School ready activities

	<p>To use my knowledge of common factors to simplify fractions.</p> <p>To use my knowledge of common multiples to make equivalent fractions.</p> <p>To compare and order fractions (by denominator or numerator)</p> <p>To add and subtract simple fractions. (same denominator or denominators are multiples)</p>	<p>To multiply proper fractions by fractions, writing the answer in its simplest form.</p> <p>To divide proper fractions by integers and fractions, writing the answer in its simplest form.</p> <p>To describe positions on the coordinate grid (all four quadrants).</p> <p>To draw simple shapes on the coordinate plane.</p> <p>To find the fraction of an amount.</p> <p>To use my knowledge of fraction of amount to find the whole.</p>		<p>To interpret scales on plans and maps, using them to calculate actual size or distance.</p> <p>To enlarge shapes by a given scale factor and identify whether two shapes are similar</p> <p>To use calculations to deduce the scale factor.</p> <p>To calculate angles in a triangle and apply this knowledge to work out missing angles.</p> <p>To calculate angles in a quadrilateral.</p> <p>To calculate angles in a polygon.</p> <p>To understand the terms radius, diameter and circumference and calculate the radius and diameter of circles.</p>		
<b>History</b>	The Industrial Revolution		Twentieth Century Conflict		Civil Rights	
<b>Geography</b>		Population		Globalisation		
<b>Science</b>	Animals including Humans	Living things and habitats	Electricity	Light	Evolution and Heritage	
<b>Art</b>	<a href="#">2D Drawing to 3D Making</a>		<a href="#">Print &amp; Activism</a>		<a href="#">Exploring identity</a>	
<b>Design Technology</b>		<p>Mechanisms Moving Toy</p> <p>Drawing upon joining, measuring and building skills acquired in Year 1,2, 4</p>		<p>Digital World Navigating the World</p> <p>Drawing upon Micro:bit coding skills acquired in Year 3 and Year 5, the</p>		<p>Waistcoats</p> <p>Drawing upon fabric cutting and joining skills acquired in Year 2, Year and Year 5., the children will use</p>

		Year 5, the children will learn about cams and how these change the motion of objects for a desired outcome. The children will design and build a mechanism using cams and will draw upon knowledge of TinkerCAD in Year 5, to design their own 3D cam so that it will perform/create a desired motion.		children will use advanced coding to program a device for a specific purpose. The children will use a secondary program: TinkerCAD to understand further how a sketch of a concept becomes a 3D representation of a design before it goes to manufacture.		applique and advanced fabric shapes, to create a garment. Children select fabrics, use templates, pin, decorate and stitch to create a waistcoat for a person or purpose of their choosing
<b>PSHE</b>	Being Me in My World	Celebrating Differences	Dreams and Goals	Healthy Me	Relationships	Changing Me
<b>RE</b>	What is the best way for a Muslim to show commitment to God	Do Christmas celebrations and traditions help Christians understand Who was Jesus and Why was He born?	Is anything ever eternal?	Is Christianity still a strong religion 2000 years after Jesus was on Earth?	Does belief in Akhirah (life after death) help Muslims lead better lives? Part 1	Does belief in Akhirah (life after death) help Muslims lead better lives? Part 2
<b>Computing</b>	Be a coding genius  Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.	Create a website  Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information	Create a website 2	Design & create a computer game  Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts	Dragon's Den  Understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration	Vlogging & online safety  Understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration.
<b>French</b>	Healthy eating	I am the music man	On the way to school	Beach scene	The return of spring	The planets
<b>PE Lesson 1</b>	Football	Gymnastics	Dance	Yoga	Athletics	Fitness
<b>PE Lesson 2</b>	Hockey	Rounders	Golf	Tennis	Basketball	OAA
<b>Music</b>	Electricity Pupils explore pulse, beat, rhythm and notation, writing and	Arctic Pupils explore how contrasts in music can be used to create	Garageband Pupils use GarageBand to develop understanding of music technology.	WW2 This unit provides opportunities for pupils to listen to and appraise	Celebrations This unit aims to expose pupils to the different styles of music that are	Reggae Pupils are exposed to a brief history of reggae, seeing it is an important

	performing their own rhythm grid music. Pupils listen to some of the ways music was created using electricity during the first half of the 20th century.	programmatic soundscapes. Throughout this unit the pupils will work in groups to create their own descriptive pieces of programmatic music. They will be given opportunities to use stave and graphic notation to record their music.	They explore different areas of musical composition such as chord sequences, melody writing, structure (binary and ternary form), texture and instrumentation.	music that was performed during World War 2. Pupils recap and expand upon features such as expression, dynamics and phrasing when singing.	used in celebrations. Pupils will listen to and appraise music for each celebration. They will recap and expand upon features such as melodic patterns and rhythm to perform music for celebrations.	music genre. Pupils will learn about the key reggae musical features and will listen to and appraise music by reggae artists. Pupils will recap and expand upon features such as chord patterns, riffs, bass line, melody and rhythm
<b>Trips &amp; Experiences</b>	Graveyard visit	Visit the Imperial War Museum  Visit The Houses of Parliament	Ride on the London Eye  Junior Citizenship	Visit a Mosque	PGL	Health & Fitness Week  Sports Day  Y6 Sports event @ TVAC
<b>100 Club</b>	Help at Home Week  Visit a Mosque  Be a coding genius	Navigate Public transport  Poppy Appeal  Create a Website  Visit the Imperial War Museum		Design and create a computer game  Read with a younger child	PGL  Skim a Stone  Float in a Boat  Build a den	Basic First Aid  Opportunity to complete a cycling proficiency test  Buy ingredients and cook a healthy meal at home  Making a reservation and order a meal at a restaurant  Go Ten Pin Bowling  Be an online Vlogger  Take part in a play