Curriculum Overview for Year 6 (Please see half-termly curriculum maps for specific units of work)

Reading

- Read a broad range of genres
- Recommend books to others
- Make comparisons within/across books
- Summarising key points from texts
- Identify how language, structure, etc. contribute to meaning
- figurative language
- Discuss & explain reading, providing reasoned justifications for views

Secure place value & rounding to

10,000,000, including negatives

Use order of operations (not

All written methods, including long

Identify factors, multiples & primes

Solve multi-step number problems

Classification, including micro-organisms

Health & Lifestyles, incl. circulatory system

Throughout these units children will work scientifically.

• Introduce simple use of unknowns

Science

Evolution & Adaptation

Light & Shadows; the eye

Electricity: investigating circuits

Number/Calculation

division

indices)

Algebra

Biology

Physics

English

Writing

- Use knowledge of morphology & etymology in spelling
- Develop legible personal handwriting style
- Support inferences with evidence Plan writing to suit audience & purpose; use models of writing
 - Develop character & setting in narrative
- Discuss use of language, including Select grammar & vocabulary for effect
 - Use a wide range of cohesive devices
 - Ensure grammatical consistency

- Use appropriate register/style
- Use the passive voice for purpose
- Use features to convey & clarify meaning
- Use full punctuation
- Use language of subject/object
- Speaking & Listening
- Use questions to build knowledge
- Articulate arguments & opinions
- Use spoken language to speculate, hypothesise & explore
- se appropriate register & language

Art & Design (UKS2)

- Use sketchbooks to collect, record, review, revisit & evaluate ideas
- Improve mastery of techniques such as drawing, painting and sculpture with varied materials
- Learn about great artists, architects & designers

Computing (UKS2)

- Design & write programs to solve problems
 - Use sequences, repetition, inputs, variables and outputs in programs
 - Detect & correct errors in programs
 - Understand uses of networks for collaboration & communication

(UKS2)

Be discerning in evaluating digital content

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

History

• Invention of technology e.g. the

• Architecture e.g. the Parthenon

telephone, internet etc.

Conflict: Vikings

Invasion

Civilisations: Greece

Key event: Lindisfarne

Cracking Ideas

The Achievements and Beliefs of Early

Democracy

• The Olympics

Raids

Design & Technology (UKS2)

- Use research & criteria to develop products which are fit for purpose and aimed at specific groups
- Use annotated sketches, cross-section diagrams & computer-aided design
- Analyse & evaluate existing products and improve own work
 - Use mechanical & electrical systems in own products, including programming
 - Cook savoury dishes for a healthy & varied diet

Geography

 Name & locate features of compare to the Uk

states, cities & human North America and

- Understand latitude, longitude, Equator, hemispheres, tropics, polar circles
- Study a region of South America: Brazil
- Understand different land use, distribution of resources, overuse of resources etc.
- Use 4- and 6-figure grid references on OS maps
- Use fieldwork to record & explain areas

Modern

Languages (UKS2) Music (UKS2)

- 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

- Perform with control & expression solo & in
 - Improvise & compose using dimensions of
 - Listen to detail and recall aurally
- Use & understand basics of staff notation
- Develop an understanding of the history of music, including great musicians & composers

Physical

and in combination

Education (UKS2)

- Use running, jumping, catching and throwing in isolation
- 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
- Swimming proficiency at 25m (KS1 or KS2)

Some PE lessons are taught by specialist PE coaches.

Religious

Continue to follow for RE - Understanding

locally- agreed syllabus Christianity and the Leicester scheme of work covering the following units:

Education

- Religion and the individual
- What can we learn from religion about temptation?
- How do people express their spiritual ideas through the arts?
- Islam
- Creation and Science
- Words of wisdom

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