

Curriculum Overview Year 6

Literacy	Science	Design & Technology (UKS2)	Maths
<p>Beowulf (myth), Cloudbusting (narrative poetry), Dragonology (non-fiction)</p> <p>Reading</p> <ul style="list-style-type: none"> Read a broad range of genres Recommend books to others Make comparisons within/across books Support inferences with evidence Summarising key points from texts Identify how language, structure, etc. contribute to meaning Discuss use of language, inc. figurative Discuss & explain reading, providing reasoned justifications for views <p>Writing</p> <ul style="list-style-type: none"> Use knowledge of morphology & etymology in spelling Develop legible personal handwriting style Plan writing to suit audience & purpose; use models of writing Develop character & setting in narrative Select grammar & vocabulary for effect Use a wide range of cohesive devices Ensure grammatical consistency <p>Grammar</p> <ul style="list-style-type: none"> 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 Use appropriate register & language 	<p>Biology</p> <ul style="list-style-type: none"> Evolution & Adaptation <p>Physics</p> <ul style="list-style-type: none"> Light & Shadows; the eye Forces, including gravity 	<p>Designing and making longboats and longships</p> <ul style="list-style-type: none"> Use research & criteria to develop products which are fit for purpose and aimed at specific groups Use annotated sketches Analyse & evaluate existing products and improve own work 	<p>Number/Calculation</p> <ul style="list-style-type: none"> Secure place value to 1,000,000 Use negative whole numbers in context Use Roman numerals to 1000 (M) Use standard written methods for all four operations Confidently add & subtract mentally Use vocabulary of prime, factor & multiple Multiply & divide by powers of ten Use square and cube numbers
	Physical Education (UKS2)	History	<p>British History (taught chronologically) Vikings</p> <ul style="list-style-type: none"> Significant turning points in British history <i>raids/settlers</i> <i>clothing</i> <i>food</i> <i>mythology</i> <i>Kenings</i> <i>Research timeline of Vikings in history</i>
	<p>Handball</p> <ul style="list-style-type: none"> 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 Swimming proficiency at 25m (KS2) 		
	PSHE	Religious Education	<p>Christian values</p> <ul style="list-style-type: none"> How should Christians live? Key Christian figures (Martin Luther King, Mother Theresa, Desmond Tutu) How key figures impacted their communities
	<ul style="list-style-type: none"> Online safety (safer internet day), Online safety when publishing content to the internet Magistrates visit (citizenship) 		
	Modern Foreign Languages (UKS2)	Computing (UKS2)	Art & Design (UKS2)
	<p>Spanish</p> <ul style="list-style-type: none"> 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 	<p>Researching viking history</p> <p>Creating websites (google sites)</p> <p>Scratch- making a game</p> <ul style="list-style-type: none"> Design & write programs to solve problems Use sequences, repetition, inputs, variables and outputs in programs Detect & correct errors in programs Be discerning in evaluating digital content 	<p>Geometry & Measures</p> <ul style="list-style-type: none"> Convert between different units Calculate perimeter of composite shapes & area of rectangles Estimate volume & capacity Identify 3-d shapes Measure & identify angles Understand regular polygons Reflect & translate shapes <p>Data</p> <ul style="list-style-type: none"> Interpret tables & line graphs Solve questions about line graphs <p>Fractions & decimals</p> <ul style="list-style-type: none"> Compare & order fractions Add & subtract fractions with common denominators, with mixed numbers Multiply fractions by units Write decimals as fractions Order & round decimal numbers Link percentages to fractions & decimals
			<ul style="list-style-type: none"> collect, record, review, revisit & evaluate ideas for making longboats and longhouses Improve mastery of techniques such as drawing, painting and sculpture with varied materials to design a viking ship.