

Curriculum Overview Year 6 - Spring Term

English	Science	Design & Technology	Maths
<p>Key Texts: Greenpeace Beowulf Biographies</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 <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 	<p>Evolution and Inheritance</p> <ul style="list-style-type: none"> • Fossils - What are they and what can we learn from them? How are they formed? • Inheritance - Humans - Recognise that living things produce offspring of the same kind. • Adaptation to different climates • Charles Darwin - Who was he? What was he famous for? <p>Electricity</p> <ul style="list-style-type: none"> • Associate the brightness of a lamp or the volume of a buzzer with the number and voltage of cells used in the circuit. • Compare and give reasons for variations in how components function, including the brightness of bulbs, the loudness of buzzers and the on/off position of switches. • Use recognised symbols when representing a simple circuit in a diagram. 	<p>Viking Boats and Long Houses</p> <ul style="list-style-type: none"> • Communicate ideas through detailed labelled drawings; • Develop a design specification; • Explore, develop and communicate aspects of their design proposals by modelling their ideas in a variety of ways; • Plan the order of work, choosing appropriate materials, tools and techniques including the use of the design cycle. • Select appropriate tools, materials, components and techniques; • Assemble components to make working models; • Use tools safely and accurately; • Construct products using permanent joining techniques. • Evaluate products, identifying strengths and areas for development, and carrying out appropriate tests; • Record evaluations using drawings with labels; • Evaluate against original criteria and suggest ways that their product could be improved. 	<p>Number/Calculation</p> <ul style="list-style-type: none"> • Use simple formulae; • Generate and describe linear number sequences; • Calculate missing number problems algebraically; • Solve problems working methodically and in an algebraic way using knowledge of fractions. <p>Geometry & Measures</p> <ul style="list-style-type: none"> • Use, read, write and convert between standard units, converting measurements of length, mass, volume and time, using decimal notation up to 3dp. <p>Data</p> <ul style="list-style-type: none"> • Recognise that shapes with the same areas can have different perimeters; • Use formulae for area and volume of shapes; • Calculate the area of parallelograms and triangles; • Calculate, estimate and compare volume of cubes and cuboids using standard units, including cm³, m³ and extending to other units (mm³, km³)
	<p>Physical Education Handball/Gymnastics/ American Football/Badminton</p> <ul style="list-style-type: none"> • Use running, jumping, catching and throwing in isolation and in combination • Play competitive games, applying basic principles • Compare performances to achieve personal bests • Take part in Outdoor & Adventurous Activities. 	<p>History Vikings</p> <ul style="list-style-type: none"> • To understand how some kings in Britain dealt with the Viking invaders. • To understand how Vikings lived and worked. • To understand what happened during the Viking invasions and know what Viking warriors were like. • To identify and describe Viking artefacts. 	<p>Fractions & decimals</p> <ul style="list-style-type: none"> • Multiply and divide decimals (up to 3dp) by 10, 100 and 1000 as well as by whole numbers using a written method; • Solve problems which require answers to be rounded; • Solve problems involving percentage; • Recall and use equivalences between simple fractions, decimals and

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<p>Speaking & Listening</p> <ul style="list-style-type: none"> • Use questions to build knowledge • Articulate arguments & opinions • Use spoken language to speculate, hypothesise & explore • Use appropriate register & language 	<ul style="list-style-type: none"> • Develop flexibility & control in gym, dance & athletics. • Create controlled sequences - independently and as part of a group. 	<ul style="list-style-type: none"> • To know some Viking gods and what they represent. 	<p>percentages including in different contexts.</p>
<p style="text-align: center;">PSHE</p> <ul style="list-style-type: none"> • Global Differences and Diversity • The World of Drugs - Positive and Negative 	<p style="text-align: center;">Geography The Americas</p> <ul style="list-style-type: none"> • Locate the world's continents, countries and main cities, using maps to focus on Europe and North and South America. • Identify the physical geographical characteristics of the Americas. • Understand geographical similarities and differences through the study of human and physical geography of the United Kingdom and a region within North or South America. • Locate the world's countries, using maps to focus on Europe and North and South America. 	<p style="text-align: center;">Music You've got a friend in me</p> <ul style="list-style-type: none"> • Play and perform in solo and ensemble contexts, using their voice and playing musical instruments with increasing accuracy, control and expression • Listen with attention to detail and recall sounds with increasing aural memory • Appreciate and understand a wide range of high quality live and recorded music from different traditions and from great musicians and composers • Develop an understanding of the history of music. 	<p style="text-align: center;">Art & Design Collage and Textiles</p> <ul style="list-style-type: none"> • Develop sketching skills, looking at style and techniques. • Use a range of different resources and materials to create a collage based on English work (Greenpeace - Whales).
	<p style="text-align: center;">Modern Foreign Languages Spanish</p> <ul style="list-style-type: none"> • Speak in sentences, using familiar vocabulary, phrases and basic language structures. • Develop accurate pronunciation and intonation so that others understand when they are reading aloud or using familiar words and phrases. • Read carefully and show understanding of words, phrases and simple writing. 	<p style="text-align: center;">Computing Handling Data</p> <ul style="list-style-type: none"> • Introduce and familiarise with spreadsheets using given templates • Begin to use the SUM and PRODUCT function for a specific a purpose. • Create and sort totals and averages based on data they generate. • Create an excel-based league table based on using and applying all of the skills above. 	<p style="text-align: center;">Religious Education Hinduism</p> <ul style="list-style-type: none"> • Explain who founded Hinduism and where. • Explain the main beliefs in Hinduism. Explain which places are special to Hindus. • Name and describe some special Hindu festivals. • Explain that Hindus have multiple holy books. • Name and explain the meanings of Hindu symbols.