

Curriculum Overview for Year 6

English

Reading

Read a broad range of genres
Recommend books to others
Make comparisons within/across books
Support inferences with evidence
Summarise key points from texts
Identify how language, structure, etc. contribute to meaning
Discuss use of language, inc. figurative
Discuss & explain reading, providing reasoned justification for views

Writing

Use knowledge of morphology and etymology in spelling
Develop legible personal handwriting style
Plan writing to suit audience & purpose; use models of writing
Develop character and setting in narrative
Select grammar and vocabulary for effect
Use wide range of cohesive devices
Ensure grammatical consistency

Grammar

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 and Listening
Use questions to build knowledge
Articulate arguments and opinions
Use spoken language to speculate, hypothesise & explore
Use appropriate register and language

Art & Design

Use sketch books to collect, record, review, revisit and evaluate ideas

Improve mastery of techniques such as drawing, painting and sculpture with varied materials

Learn about great artists, architects and designers

Computing

Design and write programs to solve problems
Use sequences, repetition, inputs, variables and outputs in programs

Detect and correct errors in programs

Understand uses of networks for collaboration and communication

Be discerning in evaluation of digital content

Mathematics

Number/Calculation

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

Algebra

Introduce simple use of unknowns

Geometry & Measure

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

Data

Use pie charts
Calculate mean averages

Fractions

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

Design & Technology

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 and evaluate existing products and improve own work

use mechanical and electrical systems in own products, including programming

Cook savoury dishes for a healthy and varied diet

Geography

Name and locate countries, cities, regions & features of UK

Understand latitude, longitude, Equator, hemispheres, tropics, polar circles and time zones
Understand biomes, vegetation belts, land use, economic activity, distribution of resources etc.

Describe and understand volcanoes and earthquakes
Use 4 and 6 figure grid references on OS maps

Modern Languages

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

Music

Perform with control & expression solo and in ensembles

Improvise and compose using dimensions of music

Listen to detail and recall aurally

Use and understand basics of staff notation
Develop and understanding of the history of music, including great musicians and composers

Science

Biology

Classification including micro-organisms
Health and Lifestyles, inc. circulatory system
Evolution and Adaptation

Physics

Light and Shadows; the eye
Electricity: investigating circuits

Focus on investigative skills

History

British History - An extended period study

The Victorians
The changing power of monarchs
Significant turning points in British history
Crime and punishment
Leisure

Broader History Study

Non-European Society – Benin (West Africa)

Physical Education

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 on Outdoor and Adventurous activities
Compare performances to achieve personal bests
Swimming proficiency at 25m

Religious Education

Follow locally agreed syllabus for RE