Curriculum Overview for Year 6

Reading

- 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

to 10,000,000, including

• All written methods, including

• Use order of operations (not

• Identify factors, multiples &

Solve multi-step number

Introduce simple use of

Number/Calculation

negatives

indices)

primes

problems

unknowns

long division

English

Writing

- 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

Grammar

- Use appropriate register/ style
- Use the passive voice for purpose
- Use features to convey & conve
- 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

Art & Design

- 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 Van Gogh, Monet, Arcimboldo,
 Klee, Picassi, Pali

Computing

- Design solutions to solve a problem
- Use logical reasoning to detect errors in
- Use a range of programs
- Work with variables
- Explain how algorithms work
- Explore 'what if' scenarios for controlled devices
- Select, use and combine software in a range of digital devices
- Discuss risks of online use of technology and how to minimalise

Design & Technology

- Use research& criteria to develop products which
- are fit for purpose and aimed at specific groups weaving
- Analyse & evaluate existing products and improve own work
- Use mechanical & electrical systems in every products, including programming Scratch
 Cook savoury dishes for a healthy & varied diet; Link to South America

Geography

- Name & locate counties, cities, regions & features of UK
- Equator, tropics, polar circles, Sahara desert
- Rainforest of Brazil
- Understand vegetation belts, land use, economic activity, distribution of resources of the countryside
- Use 4- and 6-figure grid references on OS maps
- Use fieldwork to record & explain areas

Secure place value & rounding 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
 k proportion

Modern

Languages

- Listen & engageEngage 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

Music

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

Science

Algebra

Biology

- Classification
- Evolution & Adaptation
- Circulatory and digestive systems

Physics

- Light & Shadows; the eye
- Electricity: investigating circuits

History

British History (taught chronologically)

- An extended period study, e.g.
- The changing power of monarchs
- Significant turning points in British history
 - ne & punishment
 - Suffragettes
 - Changes from Victorian to Edwardian Britain
- Leisure

Broader History Study

• Mayan Civilization

Physical /

Education

- Play competitive games, applying basic principles
- Explain rules and umpire
- Develop flexibility & control in gym, dance & athletics
- Combine work with others linked to a specific style
- Take part in Outdoor & Adventurous activities
- Plan routes and clues for others to follow
- Compare performances to achieve personal bests
- Swimming proficiency at 25m (KS1 or KS2)

Religious Education

Continue to follow locally- agreed syllabus for RE

Template created by Michael Tidd 2013 www.primarycurriculum.me.uk