Curriculum Overview for Year 6

English Art & Design (UKS2) Computing (UKS2) Reading Writing Grammar Read a broad range of genres •Use knowledge of morphology & •Use appropriate register/ style Use sketchbooks to collect, record, review, revisit · Design & write programs to solve problems etymology in spelling & evaluate ideas Recommend books to others Use the passive voice for purpose Use sequences, repetition, inputs, Develop legible personal Make comparisons within/across Use features to convey Improve mastery of techniques such as drawing, variables and outputs in programs books handwriting style & clarify meaning painting and sculpture with varied materials Detect & correct errors in programs Support inferences with evidence Plan writing to suit audience & Use full punctuation Learn about great artists, architects & designers Summarising key points from texts purpose; use models of writing Use language of subject/object Understand uses of networks for collaboration Develop character & setting in Identify how language, structure, Speaking & Listening & communication narrative etc. contribute to meaning Use questions to build knowledge · Be discerning in evaluating digital content Discuss use of language, inc. Select grammar & vocabulary for Articulate arguments & opinions effect figurative Use spoken language to speculate. Design & Technology (UKS2) Geography (UKS2) Discuss & explain reading, •Use a wide range of cohesive ypothesise & explore providing reasoned justifications devices Use appropriate Use research& criteria to develop products which Ensure grammatical consistency for views register & language are fit for purpose and aimed at specific groups · Name & locate counties, cities, regions & features of UK Use annotated sketches, cross-section Mathematics Understand latitude, longitude, Equator, diagrams & computer-aided design Number/Calculation **Geometry & Measures** Fractions, decimals & percentages hemispheres, tropics, polar circles & time zones Analyse & evaluate existing Secure place value & . Confidently use a range of Compare & simplify fractions Study a region of Europe, and of the Americas products and improve own work rounding to 10,000,000, including •Use equivalents to add fractions measures & conversions · Understand biomes, vegetation belts, land use, negatives Calculate area of triangles / Multiply simple fractions economic activity, distribution of resources, etc. Use mechanical & electrical systems in own All written methods, including long parallelograms • Use 4- and 6-figure grid references on OS maps Divide fractions by whole products, including programming division Use area & volume formulas · Use fieldwork to record & explain areas numbers Cook savoury dishes for a healthy & varied diet Use order of operations (not Classify shapes by properties Solve problems using decimals & indices) Know and use angle rules percentages Languages (UKS2) Music (UKS2) Modern •Identify factors, multiples & primes •Translate & reflect shapes, using •Use written division up to 2dp Solve multi-step number problems all four quadrants •Introduce ratio & · Perform with Listen & engage proportion control & expression solo & in ensembles Engage in conversations, expressing opinions Algebra Data Speak in simple language & be understood Improvise & compose using Introduce simple use of unknowns Use pie charts Develop appropriate pronunciation dimensions of music Calculate mean averages · Present ideas & information orally · Listen to detail and recall aurally · Show understanding in simple reading Science History · Adapt known language to create new ideas · Use & understand basics of staff notation **Biology British History (taught chronologically)** Describe people, places & things · Develop an understanding of the history of · Understand basic grammar, e.g. gender Classification. · An extended period study, e.g. music, including great musicians & composers including micro-organisms - The changing power of monarchs Education (UKS2) **Physical** Religious Education - Significant turning points in British history Health & Lifestyles, incl. circulatory system - Crime & punishment Evolution & Adaptation Use running. Leisure iumping, catching and throwing in isolation and in combination **Physics** Continue to follow locally- Play competitive games, applying basic principles **Broader History Study** agreed syllabus for RE ·Light & Shadows; the eye · Develop flexibility & control in gym, dance & · Non-European society, i.e. ·Forces, including gravity Islamic civilization, including Baghdad Electricity: investigating circuits Take part in Outdoor & Adventurous activities Mayan civilization · Compare performances to achieve personal Benin (West Africa)

Created by Michael Tidd 2013 www.primarycurriculum.me.uk

Swimming proficiency at 25m (KS1 or KS2)