



Curriculum Overview for Year 6

Mathematics

Number/Calculation

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

Algebra

- Introduce simple use of unknowns

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 & proportion

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

Computer Science

- Design & write programs to solve problems
- Use sequences, repetition, inputs, variables and outputs in programs
- Detects & correct errors in programs

Computing

- Understand uses of networks for collaboration & communication
- Be discerning in evaluating digital content

Digital Literacy

Herts for Learning Scheme units:
Staying Connected, Information Models, Sound Works

English

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 justifications for views

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 & 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



Religious Education

- Revelation, The Church, Celebration, Life in Christ.
- Diocesan Units
- 'Come and See' topics (Aut - Year B, Spr & Sum Year C)
- School Masses, Rosary assemblies, Services of the Word and Communion, Retreat.

PSHE and Citizenship

- to recognise and respond appropriately to a wider range of feelings in others
- to differentiate between the terms, 'risk', 'danger' and 'hazard'
- to understand that everyone has human rights, all peoples and all societies and that children have their own special rights

Geography

- Locational Knowledge:** the human and geographical characteristics through an enquiry into Alfriston area; to look in detail at the state of California in North America.
- Place Knowledge:** the study of California allows children to develop their understanding of geographical similarities and differences with the regions of the United Kingdom.
- Human and Physical Geography** physical features: flood, tsunami, tornado, hurricane, draught rivers, mountains, climate, climatic zones and biomes Human features: industry, agriculture, large cities
- Geographical Skills and Fieldwork:** to observe, measure and record the human and physical features in the area using a range of methods, and then use digital technologies to prepare a presentation or written material about the area; to use maps, atlases or globes in every unit, continuing to use eight compass points and six-figure grid references.

History

British History (taught chronologically)

- An extended period study, e.g.
 - The changing power of monarchs
 - Significant turning points in British history
 - Crime & punishment
 - Leisure
 - A post 1066 period study

Broader History Study

- Non-European society, i.e.
 - Islamic civilization, including Baghdad
 - Mayan civilization
 - Benin (West Africa)
- Local history study (could be linked to post 1066 study)

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 in Outdoor & Adventurous activities
- Compare performances to achieve personal bests
- Paralympics Sports

Music

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

Science

Biology

- Classification, including micro-organisms
- Health & Lifestyles, incl. circulatory system
- Evolution & Adaptation
- How animals & plants in two different habitats are suited to their environment.

Physics

- Light & Shadows; the eye
- Forces, including gravity
- Electricity: investigating circuits

Every Term includes Scientific Investigation

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 & evaluate existing products and improve own work
 - Use mechanical & electrical systems in own products, including programming
 - Cook savoury dishes for a healthy & varied diet

Modern Foreign Language

- 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

Classics

- To learn about Greek & Roman Myths c-c English
- The Underworld
- Persephone, Orpheus and Eurydice
- The Odyssey
- Greek Debating

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