Year 6 Curriculum Overview

Term 2 (Spring Term)

English	Maths
Using a range of texts (*including fiction, non-fiction and poetry*) students will explore, read and write studying the following elements of English. ● Reading comprehension skills ● Prefixes and suffixes ● Apostrophes for possession ● Brackets, dashes or commas to indicate parenthesis ● Semi-colons ● Modal verbs ● Figurative language ● Performance skills ● Structured paragraphing ● Statistics to back up arguments ● Rhetorical questions and repetition ● Confident delivery (voice and body language) ● Edit texts to improve their content	**Fractions:** ● Equivalent fractions and simplifying ● Compare and order ● Add and subtract any two fractions ● Add and subtract mixed numbers ● Multi-step problems ● Multiply fractions by integers ● Multiply fractions by fraction ● Divide a fraction by an integer ● Mixed questions with fractions ● Fraction of an amount **Statistics:** ● Line graphs ● Dual bar charts ● Read and interpret pie charts ● Pie charts with percentages ● Draw pie charts ● The mean **Ratio:** ● Add or multiply? ● Use ratio language ● Ratio and fractions ● Scale drawing using scale factors ● Ratio and proportion problems (recipes)
Science	**Physical Education**
Light ● Recognise that light appears to travel in straight lines. ● Use the idea that light travels in straight lines to explain that objects are seen because they give out or reflect light into the eye. ● Explain that we see things because light travels from light sources to our eyes or from light sources	**In Physical Education, student will continue to apply and develop a broader range of skills, learning how to use them in different ways and to link them to make actions and sequences of movement. They should enjoy communicating, collaborating and competing with each other. They should develop an understanding of how to improve in different physical activities and sports and learn how to evaluate and recognise their own success.**

to objects and then to our eyes.
- Use the idea that light travels in straight lines to explain why shadows have the same shape as the objects that cast them

Evolution and Inheritance
- Recognise that living things have changed over time and that fossils provide information about living things that inhabited the Earth millions of years ago.
- Recognise that living things produce offspring of the same kind, but normally offspring vary and are not identical to their parents.
- Identify how animals and plants are adapted to suit their environment in different ways and that adaptation may lead to evolution.

Working Scientifically
- Plan different types of scientific enquiries to answer questions, including recognising and controlling variables where necessary.
- Take measurements, using a range of scientific equipment, with increasing accuracy and precision, taking repeat readings when appropriate.
- Record data and results using scientific diagrams and labels, classification keys, tables, scatter graphs, bar and line graphs.
- Use test results to make predictions to set up further comparative and fair tests.
- Report and present findings from enquiries, including conclusions, orally and in writing.
- Identify scientific evidence that has been used to support or refute ideas or arguments.

Students will be taught to:
- Use running, jumping, throwing and catching in isolation and in combination.
- Play competitive games, modified where appropriate, and apply basic principles suitable for attacking and defending.
- Develop flexibility, strength, technique, control and balance.
- Perform dances using a range of movement patterns.
- Take part in outdoor and adventurous activity challenges both individually and within a team.
- Compare their performances with previous ones and demonstrate improvement to achieve their personal best.

Students will cover a range of activities including:
- Core Skills
- Invasion Games
- Striking and Fielding Activities
- Net and Wall Games
- Athletic Activities
- Creative Movement
- Swimming and water safety
- Outdoor and Adventurous Activities

Computing

Variables in Games
- Exploring variables when designing and coding a game.

Webpage Creation
- Designing and creating web pages, giving consideration to copyright, aesthetics, and navigation.

Humanities

History / Geography
- Explore the life of key figures.
- Learn about important events in social history.
- Begin to explore how political and social factors influence history.
- Develop an ability to locate countries and cities around the world.
- Use geographical language accurately to describe

	the human and physical features of places.
Music	**Art**
Singing ● Sing a broad range of songs from an extended repertoire with a sense of ensemble and performance. ● Include observing phrasing and form. **Improvisation/ Composition** ● Improvise freely over a drone, developing a sense of shape and character, using tuned percussion and melodic instruments. **Musicianship** ● Reading Notation: Introduce the stave, lines and spaces, and clef. **Listening** ● Listen to a range of musical styles to broaden musical understanding and appreciation.	**Brave Colour** ● Exploring the work of installation artists who use light, form and colour to create immersive environments. ● Creating 2 d or 3d models to share our vision of imagined installations with others. **Exploring Identity** ● Discover how artists use layers and juxtaposition to create artwork which explores identity. ● Make your own layered portrait.
PSHE - Personal, Social, and Health Education	

Belonging to a community

- Valuing diversity
- Challenging discrimination /stereotypes
- Appreciating different family types

Media literacy and digital resilience

- Keeping personal info safe.
- Self-image online
- Digital footprint
- Topical issues: Climate change, Global Citizenship

Money and Work

- Influences/attitudes to money
- Managing money
- Fair Trade