

Year Six overview

	Autumn		Spring		Summer	
	Life on Earth		Fiat Lux (let there be light)		Ivar the Boneless	
1 English	Classic fiction	Mystery	Classic fiction	Stories with flashbacks	Historical stories	Classic fiction
Maths	Whole numbers - numbers to 10 million words and digits - Place and value - comparing and rounding	Problem solving - time	Problem solving all four operations - multi-step	Negative numbers - problem solving	Whole numbers - numbers to 10,000,000 words and digits - place value with above - comparing/round	Fractions, decimals and percentage - conversions, order, four operations
2 English	Significant authors	Fantasy	Drama	Modern classic fiction	Biographies/ autobiographies	Tales from other cultures
Maths	Whole numbers - calculator - x10, 100, 1000 - divide 10, 100, 1000	Ratio - ratio and fraction word problems	Problem solving - fractions	Co-ordinates - all four quadrants	Mental Maths - all four operations	Fractions - multiplication and division - problem solving
3 English	Recounts	Recounts	Persuasive writing	Chronological reports	Persuasive writing	Argument and debate
Maths	Addition and subtraction - abstract skills - mental methods	Fractions - four operations with fractions	Problem solving with ratio - comparing ration - word problems	Problem solving with algebra - simplifying algebraic expressions - problem solving	Problem solving- multi-step - fractions, decimals, ration and proportion	Measures - conversions
4 English	Instructions and explanations	Instruction and explanations	Reports and journalistic writing	Non chronological reports	Non chronological reports	Information texts
Maths	Multiplication and division - abstract skills - mental methods	Algebra - using letters as numbers - simplifying expressions	Area/perimeter - area and perimeter of composite figures	Ratio - problem solving - word problems	Data - line graphs - scatter graphs	Volume - volume of solids and liquids
5 English	Free form poems	Choral and performance poetry	Debate poetry	Slam poetry	Poet study	Classic narrative and oral poems
Maths	Word problems - addition and subtraction, multiplication and division - multi-step	Percentages - finding percentages - word problems	Data - line graphs - understanding pie charts	Angles - finding unknown angles	Nets - solid shapes - nets of solid shapes	Circles - radius - diameter - circumference - area
6 English	Classic poems	Narrative poems	Poetic style	Classic poems	Dialogue poems	Imagery in poems
Maths	Review	Review	Probability - language - representation	Review	Review	Review

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Topic overview	<p>Science: Living things and their habitats</p> <ul style="list-style-type: none"> - describe how living things are classified into broad groups according to common observable characteristics and based on similarities and differences, including micro-organisms, plants and animals. - give reasons for classifying plants and animals on specific characteristics <p>Evolution and inheritance</p> <ul style="list-style-type: none"> - living things have changed over time and fossils provide information on living things that inhabited the earth years ago - recognise living things produce offspring of the same kind, but normally they 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 <p>DT Technical knowledge</p> <ul style="list-style-type: none"> - stiffen, strengthen and reinforce <p>Computing Safety online</p> <ul style="list-style-type: none"> - use technology safely, respectfully and responsibly <p>Art Create sketchbooks</p> <ul style="list-style-type: none"> - review and revisit ideas - improve mastery of techniques <p>Artist study</p>	<p>Science: Animals including humans</p> <ul style="list-style-type: none"> - identify and name the main parts of the human circulatory system - describe functions of heart, blood vessels and blood - recognise the impact of diet, exercise, drugs and lifestyle on the way their bodies function - describe the ways in which nutrients and water are transported within animals, including humans. - explore scientists and their work <p>DT Cooking</p> <ul style="list-style-type: none"> - looking at the fat and sugar content in various foods - designing a healthy, balanced diet - consider what an athlete may need to eat, use video's about carb loading etc from Tour de France - understand the principles of a healthy and varied diet and seasonality <p>Computing Safety online</p> <ul style="list-style-type: none"> - recognise unacceptable behaviour - identify a range of ways to report concerns about content and contact <p>Art Create sketchbooks</p> <ul style="list-style-type: none"> - review and revisit ideas - improve mastery of techniques <p>Artist study</p>	<p>Science: Light</p> <ul style="list-style-type: none"> - recognise that light appears to travel in straight lines - use the above idea to explain objects are seen because they give out or reflect light into the eye - explain we see because light travels from light sources to our eyes or to objects and then to our eyes - use the above ideate explain why shadows have the same shape as the objects that cast them <p>DT Investigate and analyse a range of existing products</p> <ul style="list-style-type: none"> - understand how key events and individuals in design and technology have helped shape the world <p>Computing Control</p> <ul style="list-style-type: none"> - design, write and debug programs that accomplish specific goals - use sequence, selection and repetition <p>Art Create sketchbooks</p> <ul style="list-style-type: none"> - review and revisit ideas - improve mastery of techniques <p>Artist study</p>	<p>Science: Electricity</p> <ul style="list-style-type: none"> - associate the brightness of a lamp or volume of a buzzer with the number and voltage of cells used in the circuit - compare and give reasons for variations in how components function, including the brightness of bulbs, loudness of buzzers and the on/off position of switches - use recognised symbols when representing a simple circuit in a diagram <p>DT Control</p> <ul style="list-style-type: none"> - Link to the computing, making an electronic toy - Draw a circuit diagram accurately in the plan - understand and use electrical systems in their products - apply understanding of computing to program, monitor and control their products <p>Computing Control</p> <ul style="list-style-type: none"> - use logical reasoning to explain how some simple algorithms work and detect and correct errors <p>Art Create sketchbooks</p> <ul style="list-style-type: none"> - review and revisit ideas - improve mastery of techniques <p>Artist study</p>	<p>Geography: UK (BSE) - Europe (Norway) - North America (Newfoundland)</p> <ul style="list-style-type: none"> - physical geography (climate, biomes, vegetation, rivers, mountains, etc.) - human geography (types of land use and settlement, economic activity, natural resources) - grid references (4 and 6 figure) - map symbols (OS) - compare points - fieldwork to observe, measure and record <p>History: Vikings</p> <ul style="list-style-type: none"> - raids and invasion - resistance by Alfred the Great and Athelstan - Danegeld - Edward the Confessor <p>Local history study</p> <ul style="list-style-type: none"> - King Edmund <p>DT Design, make and evaluate</p> <ul style="list-style-type: none"> - develop design criteria to inform the design of products that are fit for purpose, aimed at individuals or groups - generate and communicate ideas through discussion, annotated sketches, diagrams etc. <p>Computing Understand computer networks</p> <ul style="list-style-type: none"> - understand how the internet can provide multiple services, such as the web, and what it offers in terms of communication and collaboration <p>Art Create sketchbooks</p> <ul style="list-style-type: none"> - review and revisit ideas - improve mastery of techniques <p>Artist study</p>	<p>History: An aspect of change over time</p> <ul style="list-style-type: none"> - Crime and punishment - Saxons to the present <p>DT Design, make and evaluate</p> <ul style="list-style-type: none"> - select from and use tools and equipment to perform practical tasks accurately - evaluate their own ideas and products against their own criteria and consider the views of others <p>Computing Use search technologies effectively</p> <ul style="list-style-type: none"> - appreciate how results are selected and ranked, be discerning in evaluating digital content <p>Use of software</p> <ul style="list-style-type: none"> - select, use and combine a variety of software on a range of digital devices to create content that <p>Art Create sketchbooks</p> <ul style="list-style-type: none"> - review and revisit ideas - improve mastery of techniques <p>Artist study</p>

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Initiatives for September	Pink polishing pens for editing at the end of a piece of work	Homework projects - half termly, no spellings	Getting off to a flying start books for the morning - Q's each day, WTS, EXS, GDS. Maths, Grammar, Maths, Take 1 pic, Reading comp.	Shout-outs to continue, next to reflection areas	PE: Monday 1415 inside, coach; Wednesday 1415 outside, Miss Bedford. PPA: Thursday and Friday afternoon.	English M - VGPS T - Sentence composition W - Text level Th - Reading comprehension F - DIRT