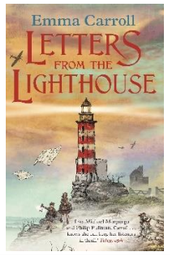
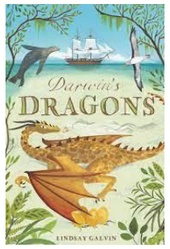
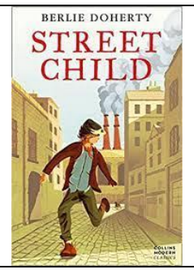
Year 6	Curriculum Overview 2021-2022 The table below shows our creative curriculum.				
Units of work	**The World Wars**	**Planet Earth**	**The Vikings**	**The Victorians**	**The Human Body**
Text					
Reading	Retrieval – answer retrieval questions linked to the text Interpret – make observations, predictions and ask questions about the front cover; use inference from reading historical sources to learn about the past. Use inference to learn about the characters and explore thoughts and feelings.	Draw inferences from a text to understand a character, setting and different period of time. Interpret the language used in a text, a different time, and to aid description. Draw inferences such as inferring characters feelings, thoughts and motives from their actions. Make comparisons between fiction and real-life events (Darwin and HMS Beagle) Discuss ethical questions about events in a different time (1835)	Interpret – make observations, predictions and ask questions about the front cover. Interpret layers of meaning about a character in a text. Express preferences for texts by combining an understanding of significant ideas, themes, events and characters and their impact on the reader. Retrieve unknown vocabulary to create a Viking dictionary. Retrieve information about the god's house to use in their own writing.	Make observations, predictions and pose questions based on the front cover of a book. Skim and scan for information from historical texts. Compare two texts which deal with the same theme. Retrieve evidence from a text to inform what life in a Victorian school room would be like.	Draw inferences from a text to understand a character. Interpret the language used in a text Provide reasoned justifications for viewpoints. Draw inferences such as inferring characters feelings, thoughts and motives from their actions.
Writing	Diary writing Historical narrative	Non-chronological report Discussion text Balanced arguement	Descriptive writing Viking quest	Diary writing Historical narrative Balanced argument	Non-chronological report Explanation texts
Science **Also see below**	Electricity	Living things and their habitats Evolution		Light	Animals including humans
Art and Design	Georgia O'Keefe Blitz art Soldier portraits	Dale Chihuly Sustainable art	Clay figure head sculptures Viking patterns and knots	William Morris prints Scaled water coloured portraits of Queen Victoria Chuck Close	Keith Harring
Design Technology	Design and make air raid shelters		Design and make Viking long ships		Healthy come dine with me
History	Events leading to WW1 and 2 Evacuees and the home front Life in the trenches The Blitz	Charles Darwin and HMS Beagle	Viking raids and invasion Viking kings and Danelaw Viking gods and Viking beliefs	A local history study: a study over time tracing how several aspects of national history are reflected in the locality.	

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				A study of an aspect or theme in British history that extends pupils' chronological knowledge: Queen Victoria's reign and the British Empire.	
Geography	Map work linked to the Allied and Axis powers	Describe and understand key aspects of physical geography, including: climate zones, biomes, volcanoes and earthquakes. Identify the position and significance of latitude, longitude, Equator, Northern Hemisphere, Southern Hemisphere, the Tropics of Cancer and Capricorn, Arctic and Antarctic Circle.	Locate where the Vikings originated from and where they invaded and settled in England	The British Empire and commonwealth	

Year 6

Maths Overview 2021-2022

The table below shows our maths curriculum.

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9	Week 10	Week 11	Week 12
Autumn	**Number and Place Value** • Read, write, order and compare numbers up to 10,000,000 and determine the value of each digit. • Round any whole number to a required degree of accuracy. • Use negative numbers in context, and calculate intervals across 0. • Solve number and practical problems that involve all of the above.		**Addition, Subtraction, Multiplication and Division** • Multiply multi-digit numbers up to 4 digits by a two-digit whole number using the formal written method of long multiplication. • Divide numbers up to 4 digits by a two-digit whole number using the formal written method of long division, and interpret remainders as whole number remainders, fractions, or by rounding, as appropriate for the context. • Divide numbers up to 4 digits by a two-digit number using the formal written method of short division where appropriate, interpreting remainders according to the context. • Perform mental calculations, including with mixed operations and large numbers. • Identify common factors, common multiples and prime numbers. • Use their knowledge of the order of operations to carry out calculations involving the 4 operations. • Solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why. • Solve problems involving addition, subtraction, multiplication and division. • Use estimation to check answers to calculations and determine, in the context of a problem, an appropriate degree of accuracy.					**Fractions** • Use common factors to simplify fractions; use common multiples to express fractions in the same denomination. • Compare and order fractions, including fractions >1. • Add and subtract fractions with different denominators and mixed numbers, using the concept of equivalent fractions. • Multiply simple pairs of proper fractions, writing the answer in its simplest form [for example, $\frac{1}{4} \times \frac{1}{2} = \frac{1}{8}$]. • Divide proper fractions by whole numbers [for example, $\frac{1}{3} \div 2 = \frac{1}{6}$]. • Associate a fraction with division and calculate decimal fraction equivalents [for example, 0.375] for a simple fraction [for example, $\frac{3}{8}$]. • Solve problems which require answers to be rounded to specified degrees of accuracy. • Recall and use equivalences between simple fractions, decimals and percentages, including in different contexts.				**Position and Direction** • Describe positions on the full coordinate grid (all 4 quadrants). • Draw and translate simple shapes on the coordinate plane, and reflect them in the axes.
Spring	**Decimals** • Identify the value of each digit in numbers given to 3 decimal places and multiply and divide numbers by 10, 100 and 1,000 giving answers up to 3 decimal places. • Multiply one-digit numbers with up to 2 decimal places by whole numbers. • Use written division methods in cases where the answer has up to 2 decimal places. • Recall and use equivalences between simple fractions, decimals and percentages, including in different contexts. • Associate a fraction with division and calculate decimal fraction equivalents [for example, 0.375] for a simple fraction [for example, $\frac{3}{8}$].		**Percentages** • Recall and use equivalences between simple fractions, decimals and percentages, including in different contexts.	**Algebra** • Use simple formulae. • Generate and describe linear number sequences. • Express missing number problems algebraically. • Find pairs of numbers that satisfy an equation with 2 unknowns. • Enumerate possibilities of combinations of 2 variables.		**Measurement: Converting Units, Perimeter, Area and Volume** • Solve problems involving the calculation and conversion of units of measure, using decimal notation up to 3 decimal places where appropriate. • Use, read, write and convert between standard units, converting measurements of length, mass, volume and time from a smaller unit of measure to a larger unit, and vice versa, using decimal notation to up to 3 decimal places. • Convert between miles and kilometres. • Recognise that shapes with the same areas can have different perimeters and vice versa. • Recognise when it is possible to use formulae for area and volume of shapes. • Calculate the area of parallelograms and triangles. • Calculate, estimate and compare volume of cubes and cuboids using standard units, including cubic centimetres (cm^3) and cubic metres (m^3), and extending to other units [for example, mm^3 and km^3].			**Ratio** • Solve problems involving the relative sizes of 2 quantities where missing values can be found by using integer multiplication and division facts. • Solve problems involving the calculation of percentages [for example, of measures and such as 15% of 360] and the use of percentages for comparison. • Solve problems involving similar shapes where the scale factor is known or can be found. • Solve problems involving unequal sharing and grouping using knowledge of fractions and multiples.	

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Summer	**Statistics** • Interpret and construct pie charts and line graphs and use these to solve problems. • Calculate and interpret the mean as an average.	**Properties of Shape** • Draw 2-D shapes using given dimensions and angles. • Recognise, describe and build simple 3-D shapes, including making nets. • Compare and classify geometric shapes based on their properties and sizes and find unknown angles in any triangles, quadrilaterals, and regular polygons. • Illustrate and name parts of circles, including radius, diameter and circumference and know that the diameter is twice the radius. • Recognise angles where they meet at a point, are on a straight line, or are vertically opposite, and find missing angles.	**Consolidation** • Revision of all topics taught • Financial literacy • Planning and budgeting a project • Transition to KS3

Year 6	Curriculum Overview 2021-2022 The table below shows units within particular subjects that are taught discretely.					
Computing	E-safety Programming	Internet communication	3D modelling	Web page creation	Spreadsheets	
PSHE	Being me in my world	Dreams and goals	Celebrating difference	Healthy me	Relationships and changing me	
RE	The Trinity: How is God three and yet one?	Christmas: What to the Gospels say about the birth of Jesus and why is it good news?	Adam, Eve, Christmas and Easter: What are the connections?	Easter: Did Jesus have to die?	Buddhism: What is the Buddhist way of life?	Islam: How can a mosque help us understand Muslim faith? How do the Pillars of Islam help Muslims lead a good life?
PE	Basketball & Hockey	Indoor Athletics & Volleyball	Gymnastics & Cross-Country	Tennis & Athletics	Athletics & Cricket	Rounders & Dance
Music	The music of WW2	Elements of music: timbre, tone etc	Revisit pitch and rhythm	Music of Victorian times	Victorian composers	
French	Colours and clothing	Clothing adjectives	Clothing verbs, prepositions, descriptions	Classroom items	Items and prepositions	Telling the time

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