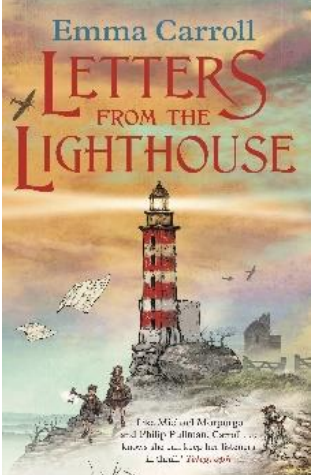

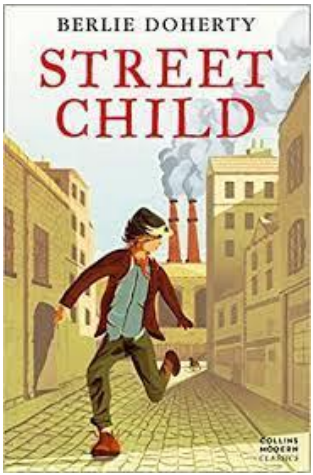



Year 6	Year Group Curriculum Overview 2023-2024 The table below shows our creative curriculum.				
Units of work	The World Wars	Planet Earth	The Vikings	The Victorians	The Human Body
Reading Text		TBC			
Writing	Writing to Entertain: story	Writing to inform: Presentation and non-chronological report Writing to Persuade: Information Leaflet Writing to Entertain: Descriptive Voice Over	Writing to Entertain: Description and Story Writing to Inform: Information Page	Writing to Persuade: Letter Writing to Entertain: Diary or Story	Writing to Inform: Report
Science Also see below		Living Things and Their Habitats Evolution			Animals Including Humans
History	The World Wars		The Vikings	The Victorians	
Geography		An Overview of Planet Earth: Natural Disasters The Galapagos Islands Climate Change		Our Local Area linked to Victorian History	

Year 6	<p style="text-align: center;">Maths Overview 2023-2024 The table below shows our maths curriculum.</p>											
	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	<p>Number and Place Value</p> <ul style="list-style-type: none"> 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. 		<p>Addition, Subtraction, Multiplication and Division</p> <ul style="list-style-type: none"> 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. <ul style="list-style-type: none"> Identify common factors, common multiples and prime numbers. Use their knowledge of the order of operations to carry out calculations involving the 4 operations. <ul style="list-style-type: none"> 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. 					<p>Fractions</p> <ul style="list-style-type: none"> 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. 				<p>Converting units</p> <ul style="list-style-type: none"> 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.
Spring	<p>Decimals</p> <ul style="list-style-type: none"> 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. 		<p>Percentages</p> <ul style="list-style-type: none"> Recall and use equivalences between simple fractions, decimals and percentages, including in different contexts. 	<p>Measurement: Perimeter, Area and Volume</p> <ul style="list-style-type: none"> Solve problems involving the calculation and conversion of units of measure, using decimal notation up to 3 decimal places where appropriate. 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. <ul style="list-style-type: none"> Calculate the area of parallelograms and triangles. Calculate, estimate and compare volume of cubes and cuboids using standard units, including cubic centimetres (cm³) and cubic metres (m³), and extending to other units [for example, mm³ and km³]. 	<p>Ratio</p> <ul style="list-style-type: none"> 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. 	<p>Algebra</p> <ul style="list-style-type: none"> 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. 	<p>Statistics</p> <ul style="list-style-type: none"> Interpret and construct pie charts and line graphs and use these to solve problems. Calculate and interpret the mean as an average. 					

<h2>Summer</h2>	<p style="text-align: center;"><u>Properties of Shape</u></p> <ul style="list-style-type: none"> • 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. 	<p style="text-align: center;"><u>Position and Direction</u></p> <ul style="list-style-type: none"> • 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 	<p style="text-align: center;"><u>Consolidation</u></p> <ul style="list-style-type: none"> • Revision of all topics taught <ul style="list-style-type: none"> • Financial literacy • Planning and budgeting a project Transition to KS3
-----------------	--	---	--

Curriculum Overview 2023-2024						
Year 6	The table below shows units within particular subjects that are taught discretely.					
Science	Electricity			Light		
Computing	E-safety Programming	E-safety Internet communication	E-safety 3D modelling	E-safety Web page creation	E-safety Spreadsheets	
Art & Design	Drawing: Make My Voice Heard		Craft and Design: Photo Opportunity	Painting and Mixed Media: Artist Study		Sculpture and 3D: Making Memories
Design & Technology		Electrical Systems: Steady Hand Game	Digital World: Navigating the world	Structure: Playgrounds	Mechanical Systems: Automata toys	Cooking and nutrition: Come Dine With Me
PSHE	Being me in my world	Dreams and goals	Celebrating difference		Relationships	Healthy me 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 Listening Analysis	Revisit pitch and rhythm Elements of music	Christmas Music	African Music and drumming	Music of Victorian times	Instrument: Djembe
French	Colours and clothing Clothing adjectives	Clothing verbs, prepositions, descriptions	Christmas Carol	Easter	Classroom items and prepositions	Food, verbs, opinions
					Food, verbs, opinions	Telling the time