Curriculum Overview for Year 6

English Art & Design (UKS2) Computing (UKS2) Reading Writing Read a broad range of genres Use knowledge of morphology & Use appropriate register/ style Use sketchbooks to collect, record, review, revisit · Design & write programs to solve problems Recommend books to others etymology in spelling Use the passive voice for purpose & evaluate ideas Use sequences, repetition, inputs, Develop legible personal Make comparisons within/across Use features to convey Improve mastery of techniques such as drawing, variables and outputs in programs handwriting style & clarify meaning painting and sculpture with varied materials Detect & correct errors in programs •Plan writing to suit audience & Support inferences with evidence Use full punctuation Learn about great artists, architects & designers Summarising key points from texts purpose; use models of writing Use language of subject/object Understand uses of networks for collaboration Identify how language, structure, . Develop character & setting in Speaking & Listening & communication etc. contribute to meaning Use questions to build knowledge · Be discerning in evaluating digital content . Select grammar & vocabulary for Discuss use of language, inc. Articulate arguments & opinions effect figurative Use spoken language to speculate, Design & Technology (UKS2) ·Use a wide range of cohesive Geography (UKS2) Discuss & explain reading, hypothesise & explore providing reasoned justifications devices Use appropriate Use research& criteria to develop products which Ensure grammatical consistency for views register & language are fit for purpose and aimed at specific groups Name & locate counties, cities, regions & features of UK Use annotated sketches, cross-section Mathematics Understand latitude, longitude, Equator, diagrams & computer-aided design Number/Calculation Geometry & Measures Fractions, decimals & percentages hemispheres, tropics, polar circles & time zones Analyse & evaluate existing Secure place value 8 . Confidently use a range of .Compare & simplify fractions Study a region of Europe, and of the Americas products and improve own work rounding to 10,000,000, including measures & conversions •Use equivalents to add fractions Understand biomes, vegetation belts, land use, negatives Calculate area of triangles / economic activity, distribution of resources, etc. Multiply simple fractions Use mechanical & electrical systems in own ·All written methods, including long parallelograms . Divide fractions by whole Use 4- and 6-figure grid references on OS maps products, including programming •Use area & volume formulas numbers Use fieldwork to record & explain areas Cook savoury dishes for a healthy & varied diet •Use order of operations (not Classify shapes by properties .Solve problems using decimals & indices) . Know and use angle rules percentages Languages (UKS2) Music (UKS2) Modern •Identify factors, multiples & primes •Translate & reflect shapes, using •Use written division up to 2dp all four quadrants Solve multi-step number problems •Introduce ratio & · Perform with · Listen & engage proportion control & expression solo & in ensembles Engage in conversations, expressing opinions Algebra Data Speak in simple language & be understood Improvise & compose using •Introduce simple use of unknowns Use pie charts Develop appropriate pronunciation dimensions of music Calculate mean averages · Present ideas & information orally · Listen to detail and recall aurally · Show understanding in simple reading Use & understand basics of staff notation Science History · Adapt known language to create new ideas · Describe people, places & things Biology British History (taught chronologically) Develop an understanding of the history of · Understand basic grammar, e.g. gender Classification, An extended period study, e.g. music, including great musicians & composers including micro-organisms - The changing power of monarchs Education (UKS2) Education Physical Religious - Significant turning points in British history Health & Lifestyles, incl. circulatory system Evolution & Adaptation - Crime & punishment · Use running, Leisure jumping, catching and throwing in isolation and in combination **Physics** Continue to follow locally-Play competitive games, applying basic principles **Broader History Study** . Light & Shadows; the eye · Develop flexibility & control in gym, dance & agreed syllabus for RE · Non-European society, i.e. Forces, including gravity Islamic civilization, including Baghdad · Electricity: investigating circuits · Take part in Outdoor & Adventurous activities Mayon civilization · Compare performances to achieve personal Benin (West Africa) Swimming proficiency at 25m (KS1 or KS2)

eated by Michael Tidd 2013
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