

Home Economics

Development of culinary skills and nutritional knowledge, extending understanding of health and safety in the kitchen. Knife skills focus and correct use of equipment. Pupils will develop a greater understanding of the nutrients within foods and why we need them.

Mathematics

Numbers – Place value, Addition and Subtraction, Multiplication and Division. Fractions, Ratios and Proportion. Decimals, Percentages and equivalents. Problem Solving, Reasoning and Algebra. Geometry Measurement and Statistics.

Art & Design

People in Action

In this unit Children explore how to convey movement in their work. They explore dynamic activities such as sport, dance, drama and music as a starting point for making work in two dimensions. They look at how the idea of movement is shown in art, such as illustrations, paintings and prints.

Computer Studies

Algorithms and Programming

Design, write and debug programs which accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them to smaller parts. To use sequence and repetition in programs; work with variables. To detect and correct errors in programmes

English

Work will complete varying activities around the plot of the story. Character development and analysis using diary entries, letters and recounts. Introduction to themes in the story. Independent story writing. ISEB entrance paper practice. SAT preparation. Speaking & Listening skills development including using questions to build knowledge and using spoken language to explore and express opinion. Grammar Focus: Using punctuation and parts of speech to convey and clarify meaning in sentences, types of clauses and revision of full punctuation.

Year 6 Curriculum Overview

Michaelmas 2019

Geography

- Investigating rivers
- Water Cycle
- Bodies of water
- Journey of a river
- How rivers change landscape
- How human activities affect rivers

French

Ma vie ! A l'école, à la maison, dans ma ville

- To be able to talk about school life,
- to describe someone or something and what is around us

Music

Exploring patterns by singing songs and playing given excerpts on classroom key boards. Composing short melodic patterns in manuscript books. Learning songs for the school production.

Science

-Describe how living things are classified into broad groups according to common observable characteristics based on the similarities and differences, including microorganisms, plants and animals.
-Give reasons for classifying plants and animals based on specific characteristics.
-Identify and name a variety of living things (plants and animals) in the local and wider environment, using classification keys to assign them to groups and give reasons for classification.

History

The Norman Conquest 1066

English monarchy, the origin of the Normans. English culture before the conquest. Death of Edward the Confessor. Claimants to the throne. The Battle of Hastings

Physical Education

Invasion Games (Handball): Develop quick thinking and lightning reflexes, athletic skills, promotes teamwork, and increases fitness and general well-being.

Invasion Games 3 (Football): Develop and improve defending, attacking and team play skills. Explore ways in which to attack and defend and play mini versions of invasion game.

Swimming

Advanced Skills Development, Basic Swim Training, Water Polo, and Life Saving

P.H.S.E.

A range of topics including New Beginnings, Getting On and Falling Out and Bullying