



Year 6 Curriculum Map

Michaelmas 1	Michaelmas 2	Lent 1	Trinity 1	Trinity 2
Battles of the Brits	Battles of the Brits	Shaking up Shakespeare	Step into the future	Step into the future

English		Art & Design (UKS2)	Computing (UKS2)
<p>Reading</p> <ul style="list-style-type: none"> • Read a broad range of genres • Recommend books to others • Make comparisons within/across books • Support inferences with evidence • Summarising key points from texts • Identify how language, structure, etc. contribute to meaning • Discuss use of language, inc. figurative • Discuss & explain reading, providing reasoned justifications for views 	<p>Writing</p> <ul style="list-style-type: none"> • Use knowledge of morphology & etymology in spelling • Develop legible personal handwriting style • Plan writing to suit audience & purpose; use models of writing • Develop character & setting in narrative • Select grammar & vocabulary for effect • Use a wide range of cohesive devices • Ensure grammatical consistency 	<ul style="list-style-type: none"> • Use sketchbooks to collect, record, review, revisit & evaluate ideas • Improve mastery of techniques such as drawing, painting and sculpture with varied materials • Learn about great artists, architects & designers 	<ul style="list-style-type: none"> • Design & write programs to solve problems • Use sequences, repetition, inputs, variables and outputs in programs • Detect & correct errors in programs • Understand uses of networks for collaboration & communication • Be discerning in evaluating digital content
<p>Grammar</p> <ul style="list-style-type: none"> • Use appropriate register/ style • Use the passive voice for purpose • Use features to convey & clarify meaning • Use full punctuation • Use language of subject/object <p>Speaking & Listening</p> <ul style="list-style-type: none"> • Use questions to build knowledge • Articulate arguments & opinions • Use spoken language to speculate, hypothesise & explore register & language 	<p>Mathematics</p> <p>Number/Calculation</p> <ul style="list-style-type: none"> • Secure place value & rounding to 10,000,000, including negatives • All written methods, including long division • Use order of operations (not indices) • Identify factors, multiples & primes • Solve multi-step number problems <p>Algebra</p> <ul style="list-style-type: none"> • Introduce simple use of unknowns 	<p>Design & Technology (UKS2)</p> <ul style="list-style-type: none"> • Use research & criteria to develop products which are fit for purpose and aimed at specific groups • Use annotated sketches, cross-section diagrams & computer-aided design • Analyse & evaluate existing products and improve own work • Use mechanical & electrical systems in own products, including programming • Cook savoury dishes for a healthy & varied diet 	<p>Geography (UKS2)</p> <ul style="list-style-type: none"> • Name & locate counties, cities, regions & features of UK • Understand latitude, longitude, Equator, hemispheres, tropics, polar circles & time zones • Study a region of Europe, and of the Americas • Understand biomes, vegetation belts, land use, economic activity, distribution of resources, etc. • Use 4- and 6-figure grid references on OS maps • Use fieldwork to record & explain areas
<p>Geometry & Measures</p> <ul style="list-style-type: none"> • Confidently use a range of measures & conversions • Calculate area of triangles / parallelograms • Use area & volume formulas • Classify shapes by properties • Know and use angle rules • Translate & reflect shapes, using all four quadrants <p>Data</p> <ul style="list-style-type: none"> • Use pie charts • Calculate mean averages 	<p>Fractions, decimals & percentages</p> <ul style="list-style-type: none"> • Compare & simplify fractions • Use equivalents to add fractions • Multiply simple fractions • Divide fractions by whole numbers • Solve problems using decimals & percentages • Use written division up to 2dp • Introduce ratio & proportion 	<p>Modern Languages (UKS2)</p> <ul style="list-style-type: none"> • Listen & engage • Engage in conversations, expressing opinions • Speak in simple language & be understood • Develop appropriate pronunciation • Present ideas & information orally • Show understanding in simple reading • Adapt known language to create new ideas • Describe people, places & things • Understand basic grammar, e.g. gender 	<p>Music (UKS2)</p> <ul style="list-style-type: none"> • Perform with control & expression solo & in ensembles • Improvise & compose using dimensions of music • Listen to detail and recall aurally • Use & understand basics of staff notation • Develop an understanding of the history of music, including great musicians & composers
<p>Science</p> <p>Biology</p> <ul style="list-style-type: none"> • Classification, including micro-organisms • Health & Lifestyles, incl. circulatory system • Evolution & Adaptation <p>Physics</p> <ul style="list-style-type: none"> • Light & Shadows; the eye • Forces, including gravity • Electricity: investigating circuits 	<p>History</p> <p>British History (taught chronologically)</p> <ul style="list-style-type: none"> • An extended period study, e.g. <ul style="list-style-type: none"> - <i>The changing power of monarchs</i> - <i>Significant turning points in British history</i> - <i>Crime & punishment</i> - <i>Leisure</i> <p>Broader History Study</p> <ul style="list-style-type: none"> • Non-European society, i.e. <ul style="list-style-type: none"> - <i>Islamic civilization, including Baghdad</i> - <i>Mayan civilization</i> - <i>Benin (West Africa)</i> 	<p>Physical Education (UKS2)</p> <ul style="list-style-type: none"> • Use running, jumping, catching and throwing in isolation and in combination • Play competitive games, applying basic principles • Develop flexibility & control in gym, dance & athletics • Take part in Outdoor & Adventurous activities • Compare performances to achieve personal bests • Swimming proficiency at 25m (KS1 or KS2) 	<p>Religious Education</p> <p>Continue to follow locally-agreed syllabus for RE</p>