



English

Reading

- Read a broad range of genres
- Recommend books to others
- Make comparisons within/across books
- Support inferences with evidence
- Make predictions from knowledge of the text
- Summarise key points from texts
- Identify how language, structure, etc. contribute to meaning
- Discuss & explain reading, providing reasoned justifications for views

Writing

- Use knowledge or morphology & etymology in spelling
- Develop legible joined up handwriting as in the Nelson scheme
- Write to a variety of genre including biographies, science fiction, play scripts, journalistic and persuasive writing and poetry
- Develop character & setting in narrative
- Select grammar & vocabulary for effect
- Write complex sentences using a wide range of cohesive devices
- Ensure grammatical consistency

Grammar

- Use appropriate style
- Use the passive voice for purpose
- Use features to convey & clarify meaning
- Use full range of punctuation
- Use language of subject/object
- Articulate arguments & opinions
- Use spoken language to speculate, hypothesise & explore
- Use the correct terminology for grammar and punctuation

Art & Design

- Use sketchbooks to collect, record, review, revisit & evaluate ideas
- Improve mastery of techniques such as drawing, painting & sculpture with varied materials
- Learn about great artists, architects & designers
- Learn about History through art

Computing

- Touch typing
- Coding
- Video editing
- Projects using a range of ICT skills

Mathematics

Number/calculation

- Secure place value & rounding to 10,000,000, including negatives
- Written methods for addition, subtraction, multiplication and division
- Identify factors, multiples & primes
- Solve multi-step number problems

Geometry & Measures

- Confidently use a range of measures & conversions
- Calculate area of triangles/parallelograms
- Use area & volume formulae
- Classify shapes by properties
- Know and use angle rules
- Translate & reflect shapes, using all four quadrants

Fractions, decimals & percentages

- Compare & simplify fractions
- Use equivalents to add fractions
- Multiply fractions
- Divide fractions
- Solve problems using decimals & percentages
- Use written division up to 2dp
- Introduce ratio & proportion

Algebra

- Introduce simple use of unknowns

Data

- Use pie charts and line graphs
- Calculate mean averages

Design & Technology

- Use research & criteria to develop products which are fit for purpose and aimed at specific groups
- Analyse and evaluate existing products and improve own work
- Use mechanical & electrical systems in own products, including programming
- To build things related to History and Geography topics.

Geography

- Project to focus on a city in the UK
- Project to design their own Island
- The mountain environment

Science

Biology

- Living things and their habitats
- Animals and humans including healthy lifestyle
- Evolution & Adaptation

Physics

- Light and how it travels
- Electricity; investigating circuits

History

British History

- World War 2
- London Project
- Historical Oscars

Curriculum Overview Year 6

Music

- Choir
- Performing together

Physical Education

- Use running, jumping, catching & throwing in isolation and in combination
- Play competitive games, applying basic principle
- Develop flexibility & control in gym, dance & athletics
- Take part in Outdoor & Adventurous activities
- Compare performances to achieve personal bests
- Swimming

