

Curriculum Overview for Year 6 Cycle 1

Reading

- •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

rounding to 10,000,000, including

•All written methods, including long

•Identify factors, multiples & primes

•Solve multi-step number problems

•Introduce simple use of unknowns

•Use order of operations (not

Number/Calculation

•Secure place value &

negatives

division

indices)

Algebra

English Writing

- 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

Grammar

- •Use appropriate register/ style
- •Use the passive voice for purpose
- •Use features to convey & clarify meaning
- Use full punctuation
- Use language of subject/object **Speaking & listening**
- •Use questions to build knowledge
- Articulate arguments & opinions
- •Use spoken language to speculate hypothesise & explore

Use appropriate register & language

Art & Design

- •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

Computing

- 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

Mathematics

Geometry & Measures

- •Confidently use a range of measures & conversions
- Calculate area of triangles / parallelograms
- •Use area & volume formulas
- Classify shapes by properties

•Calculate mean averages

Know and use angle rules

Data

•Use pie charts

 Translate & reflect shapes, using all four quadrants

Fractions, decimals & percentages

- 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

Design & Technology

- 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 owr products, including programming
- Cook savoury dishes for a healthy & varied diet

Geography

- Name & locate counties, cities, regions & features of Europe
- Use 4- and 6-figure grid references on OS maps
- Coastal Study
- American Study
- Biomes, vegetation belts, land use, economic activity, distribution of resources, etc

Modern)

(Languages

- 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

Music

- 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

Science

- Healthy lifestyles and circulatory system link to cooking in DT (Biology)
- Classification of materials (Chemistry)
- Forces and Electricity (Physics)
- Life cycles of plants (Biology)
- Changes as humans develop & mature

History

- British History World War 1, (significant turning point in British History)
- **Broader History Study**
- **British History**

Physical)

Use running, jumping,

- **Education**
- 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)

Religious)

Education

Follow the Catholic agreed syllabus for RE 'Come and See'