

Year 6 Curriculum Map



		Autumn	Spring	Summer
English	Genre Coverage	Diary entry - Wonder Dialogue - Wonder Setting description - Whitby Abbey Non-narrative - Room 13 hotel review	Narrative - The Explorer Information text - Rainforest survival guide Formal persuasive letter - deforestation Narrative - The Dreamgiver	Diary - The Blitz Non-narrative - Bomb-shelter advert Non-narrative - Air raid instructions Narrative - Evacuation
	Reading Spine Text	Wonder by R J Palacio Room 13 by Robert Swindells	The Explorer by Katherine Rundell Escape Room by Christopher Edge	Letters from the Lighthouse by Emma Carroll High Rise Mystery by Sharna Jackson
	Grammar Coverage	Consolidation of capital letters, full stops, exclamation marks, question marks and commas in a list. Expanded noun phrases Co-ordinating & subordinating conjunctions Paragraphs to organise writing Apostrophes for contractions and possession Inverted commas and speech punctuation Pronouns Varied sentence types Features of narrative - describing atmosphere and setting Relative clauses Brackets, dashes or commas for parenthesis Informal language	Modal verbs Prepositional phrases Features of non-narrative Colons to introduce a list and consolidate commas within a list Formal language Semi-colons Commas to avoid ambiguity Subject and object	Active and passive voice SATS revision Consolidation of previously taught punctuation and grammar

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Maths	<p>Number - Place Value Number - Addition, Subtraction, Multiplication and Division Number - Fractions Measurement - Converting Units</p>	<p>Number - Ratio Number - Algebra Number - Decimals Number - Fractions, Decimals and Percentages Measurement - Area, Perimeter and Volume Statistics</p>	<p>Geometry - Shape Geometry - Position and Direction Consolidation and Problem Solving</p>
Science	<p>Living things and their habitats Animals including Humans</p>	<p>Evolution and Inheritance</p>	<p>Light Electricity</p>
Computing	<p>Computer Programming 'Robotics 4' Computing and Networking 'App Planners'</p>	<p>Data and Information 'Market Researchers' Computer Programming 'Interface Designers'</p>	<p>Creating Media 'Marketers' Creating Media 'Web page Creation'</p>
History	<p>How did the Maya compare to British society in 900AD?</p>		<p>What was life like in Billingham during WWII?</p>
Geography		<p>Where in the world is South America and what can be found there?</p>	
Art	<p>Drawing - Still Life</p>	<p>Painting - Artist: Tarsila Do Amaral</p>	<p>Sculpture - Papier Mache Self Portrait</p>
D&T	<p>Textiles - Can you design and make an iPad cover using recycled textiles?</p>		<p>Mechanisms - Can you design and make a moving rainforest?</p>
Music	<p>Understand that the beat of the music can be grouped and use this to create a composition. Begin to read and play notation.</p>	<p>Sing in a simple harmony. Experience singing/playing from memory confidently.</p>	<p>Begin to write their own simple melodies on a stave. To perform their composition. Experience conducting a small group. Describe their composition using musical terms.</p>

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P.E	Defending/Attacking/ Passing and Evasion Tag Rugby Dance- Contemporary	Invasion- Competitive Attacking and Defending Netball Striking, Fielding and Teamwork Rounders/Tennis- collaborative Teamwork	Athletics Beating a Defender
R.E	From life to death what role does religion play? Why are the Gospel accounts of the Christmas Story different?	Why is Jesus' death seen as a victory?	Is Faith always the same? What does art tell us?
M.F.L	A l'Ecole Le Weekend	Manger et Bouger	La Seconde Guerre Mondiale