

Year 6 Curriculum Overview				
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		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
		Modern Languages SPANISH 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		
Computing - Design & write programs to achieve specific goals, including solving problems - Use logical reasoning through Scratch programming Understand computer networks through: - Creating/responding to Blogs – - Online communication – - Internet using topic based websites Use internet safely and appropriately (e-safety) Music - Use Voice & instruments with increasing accuracy, control and expression - 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		Art - Use sketchbooks to collect, record, review, revisit & evaluate ideas - Improve mastery of techniques such as drawing, painting (every term) collage, print, textiles, digital media and sculpture with varied materials (once a year) - Learn about great artists, architects & designers		Physical Education - 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
		DT - Use research & criteria to develop products which are fit for purpose - Use annotated sketches, cross-section diagrams & computer-aided design – 3Dtin - Analyse & evaluate existing products and improve own work - Use mechanical & electrical systems in own products, including programming to control products Cook savoury dishes for a healthy & varied diet.		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
History Refer to History Overview		RE Continue to follow locally- agreed syllabus for RE		Geography Refer to Geography Overview
Science - Earth and Space - Forces (Touch on magnets – recap) - Properties and changes of materials - Living things & their habitats Animals, including humans		Number/Calculation 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 Algebra Introduce simple use of unknowns	Mathematics Geometry & Measures 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 Data Use pie charts Calculate mean averages	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