Jump Primary School - Curriculum Overview for Year 6

English

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

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

Mathematics

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

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

Statistics
* 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

Science

Complete units of work:
* Living things and their habitats
* Evolution and Inheritance
* Animals, including humans
* Light
* Electricity & Mechanisms

Using the following scientific methods, processes and skills:
* Plan different types of enquiries
* Take measurements * Report and present findings
* Record data using diagrams, keys, tables, graphs
* Use results to make predictions
* Identify scientific evidence to support/refute ideas

History (KS2)

* Britain's settlement by Anglo-Saxons and Scots

* The Viking and Anglo-Saxon struggle for the Kingdom of England to the time of Edward the Confessor

Art & Design (KS2)

* Record observations and use them to review and revisit ideas
* Improve their mastery of techniques including drawing, painting and sculpture with varied materials
* Learn about great artists, architects and designers

Design & Technology (KS2)

* Use research & criteria to develop products which are fit for purpose and aimed at specific groups
* Analyse & evaluate existing products (inc key events and individuals) and improve own work
* Use annotated sketches, cross-section diagrams & computer-aided design
* Use mechanical & electrical systems in own products, including programming
* Use a wide range of tools, equipment, materials and components ensuring reinforced complex structures
* Cook dishes for a healthy & varied diet (seasonality)

Modern Languages (KS2)

* Join in and respond to spoken language
* Engage in conversations, songs and rhymes
* Speak in sentences
* Develop accurate pronunciation
* Present ideas and information orally
* Read carefully, showing an understanding of words/phrases
* Broaden their vocabulary
* Write phrases understanding basic grammar

Computing (KS2)

* 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
* Select, use and combine a variety of software to design and create a range of programs
* Use technology safely, respectfully and responsibly, identify ways to report concerns

Geography (KS2)

* Name & locate counties, cities, regions & features of North America
* Understand latitude, longitude, Equator, hemispheres, tropics, polar circles & time zones
* Understand key aspects of physical and human geography inc biomes, vegetation belts, land use, economic activity, distribution of resources, etc.
* Use 4- and 6-figure grid references on OS maps
* Use compass maps, atlases, globes & digital mapping

Music (KS2)

* 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

Physical Education (KS2)

* Use running, jumping, catching and throwing in isolation and in combination
* Play competitive games, applying basic principles
* Develop flexibility, strength, technique, balance & control in gym, dance & athletics
* Perform a range of movement patterns in dance
* Take part in Outdoor & Adventurous activities
* Compare performances to achieve personal bests

Religious Education

Continue to follow locally agreed syllabus for RE