Year 6 Curriculum Map 2017-2018

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
English	Text: **Slog's Dad** Genre: Visual Text Focus: Prediction Character description Setting description Internal Monologue Advice Empathising with characters	Visual Literacy: **Soar** Focus: Setting Description Events and feelings Recount Dialogue (OPC) Newspaper Story-writing	Text: **Goodnight Mr Tom** Genre: Classic Text Focus: Character descriptions – comparative Diary Entry Setting description Letter different perspectives Newspaper Report Internal Monologue Innovation of story- birthday Precise note taking Comparative between film and book Infer characters personalities **SPaG & Comprehension Focus towards end of term**		Eye of the Wolf **SPaG & Comprehension Focus towards end of term**	Little Freak
Mathematics	**Number Place Value** • Read, write, order and compare numbers up to 10,000,000 and determine the value of each digit • Round any whole number to a required degree of accuracy • Use negative numbers in context, and calculate intervals across zero. • Solve number and practical problems that involve all of the above. **Number: Addition, Subtraction, Multiplication and Division** • Solve addition and subtraction multi-step problems in contexts, deciding which operation and why • Multiply multi-digit numbers up to 4 digits by a 2 digit number using the formal	**Fractions** • Use common factors to simplify fractions; use common multiplies to express fractions in the same denomination. • Compare and order fractions, including fraction >1 • Generate and describe linear number sequence (with fractions) • Add and subtract fractions with different denominators and mixed numbers, using the concept of equivalent fractions. • Multiply simple pairs of proper fractions, writing the answer in its simplest form • Divide proper fractions by whole numbers • Associate a fraction with division and calculate decimal fraction equivalents	**Number: Decimals** • Identify the value of each digit in numbers given to 3 decimal places and multiply numbers by 10,100 and 1,000 giving answers up to 3 decimal places. • Multiply one-digit numbers with up to 2 decimal places by whole numbers • Use written division methods in cases where answer has to be up to 2 d.p • Solve problems which require answers to be rounded to specified degrees of accuracy. **Number: Percentages** • Solve problems involving the calculation of percentages and use in comparisons • Recall and use equivalences between	**Measurement: Converting Units** • Solve problems involving the calculation and conversion of units of measure using decimal notation up to three decimal places. • Use, read, write and convert between standard units, converting measurements of length, mass, volume and time from a smaller unit of measure to a larger unit of measure and vice versa up to 3 d.p • Convert miles to kilometres **Measurement: Perimeter, Area and Volume** • Recognise that shapes with the same areas can	**Geometry: Properties of Shapes** • Draw 2-D shapes using given dimensions and angles • Compare and classify geometric shapes based on their properties and sizes and find unknown angles in any triangles, quadrilaterals and regular polygons. • Recognise angles where they meet at a point, are on a straight line, or are vertically opposite and find missing angles. • Problem solving	**Statistics** • Illustrate and name parts of circles including radius, diameter and circumference and know that the diameter is twice the radius • Interpret and construct pie charts and lines and use these to solve problems. • Calculate the mean as an average.

written method or long multiplication • Divide numbers up to 4 digits by 2 digit numbers using formal written methods including remainders as fractions. • Perform mental calculations including mixed operations and large numbers. • Identify common factors, common multiplies and prime numbers. • Use knowledge of the order of operations to carry out calculations • Solve problems involving all four calculations. • Use estimation to check answers to calculations and determine context of problem.	• Recall and use equivalences between simple fractions, decimals and percentages including different context. **Geometry- Position and Direction** • Describe positions on the full coordinate grid (all four quadrants) • Draw and translate simple shapes on the coordinate plane, and reflect them in the axes.	simple fractions, decimals and percentages **Algebra** • Use simple formulae • Generate and describe linear number sequences • Express missing number problems algebraically • Find pairs of numbers that satisfy an equation with two unknowns • Enumerate possibilities of combinations of two variables.	have different perimeters and vice versa • Recognise when it is possible to use formulae for area and volume of shapes • Calculate the area of parallelograms and triangles • Calculate, estimate and compare volume of cubes and cuboids using standard units, including cm^3, m^3, km^3 and other units. **Number: Ratio** • Solve problems involving the relative sizes of two quantities where missing values can be found by using integer multiplication and division facts. • Solve problems involving similar shapes where the scale factor is known or can be found. • Solve problems involving unequal sharing and grouping using knowledge of fractions and multiples.		
Topic	**New me, New start and the world around me (2 weeks)** **What makes the Earth Angry? (13 weeks)**		**What was it like growing up in war time? (WWII)**	**Sikhism and Religions**	**Light, Camera, Action**
Science	**Living things and their habitats** • Describe how living things are classified into broad groups according to common observable	**Animals including Humans – Circulatory system, diet.** • Identify and name the main parts of the human circulatory system, and describe the	**Evolution and inheritance.** • Recognise that living things have changed over time and that fossils provide information about living	SATs **Electricity** • Associate the brightness of a lamp or the volume of a buzzer with the number and voltage of cells used in the circuit.	**Light** • Recognise that light appears to travel in straight lines.

characteristics and based on similarities and differences, including micro-organisms, plants and animals. • Give reasons for classifying plants and animals based on specific characteristics.	functions of the heart, blood vessels and blood. • Recognise the impact of diet, exercise, drugs and lifestyle on the way their bodies function. • Describe the ways in which nutrients and water are transported within animals, including humans.	things that inhabited the Earth millions of years ago. • Recognise that living things produce offspring of the same kind, but normally offspring vary and are not identical to their parents. • Identify how animals and plants are adapted to suit their environment in different ways and that adaptation may lead to evolution.		• Compare and give reasons for variations in how components function, including the brightness of bulbs, the loudness of buzzers and the on/off position of switches. • Use recognised symbols when representing a simple circuit in a diagram.	• Use the idea that light travels in straight lines to explain that objects are seen because they give out or reflect light into the eye. • Explain that we see things because light travels from light sources to our eyes or from light sources to objects and then to our eyes. • Use the idea that light travels in straight lines to explain why shadows have the same shape as the objects that cast them.
Computing	Logical Reasoning (unplugged) & Scratch – The Clock	Movie Making – filming and editing Theme: Draw My Life	Cyberpass Real or Fake (spotting 'fake news') Online Bullying Malware	Data types, extensions and sizes. Communicating with Databases – SQL	Using email (4) – learning to add attachments, identifying malicious and annoying emails. Understanding Search Engines (2)	Building a Controllable Robot (making a simplistic Beebot out of a Crumble kit) and/or Scratch – Side Scrolling game (Flappy Bat)
History			World War Two, Evacuation	World War Two, Leaders in control		Shakespearian Times
Geography	British Isles & The World. Landmarks around the world Map skills,-OAA. Orienteering 6 figure grid references Exploring time zones	Around the world – where do we come from? Natural disasters around the world – tsunami, volcanoes, earthquakes, hurricanes. Using atlases, globes, maps and OS maps				
Art	**All about me Ball** Side portraits	Volcano paintings (Turner) Stormy seas, tsunami (Hokusai)	Blitz Pictures Poppies		Arts Week?	
Design and Technology			Growing vegetables in the allotment. Cooking war time recipes.	Mobile phone cases	Mobile phone cases	

RE		Christmas around the world.	The Easter story	What do religions say to us when life gets hard?	Sikhism Why do people make vows and commitments to one another?	What will make our city/town/borough a more respectful place?
PSHE	Team challenges First Aid & Getting Help	Drugs (*more detail*)	Taking risks	Inequalities Stress How to cope under pressure?	SRE	Transition & Community Action
Indoor PE	6.1 Invaders	6.2 Dynamic Dance	6.3 Gym Sequences	6.4 Striking and Fielding6	6.5 Nimble Nets	6.6 Young Olympians
Outdoor PE	6.1 Boot Camp	6.2 Mighty Movers (Boxercise)	6.3 Step to the beat	6.4 Gym Fit Circuits	6.5 Cool Core (Pilates)	6.5 Fitness Frenzy
Music	Charanga Music – I'll be there			Charanga Music –Happy	End of Year Production	