Stanley Primary School Curriculum Map: Year 6

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
English	**Place Value of Punctuation and Grammar** **Wonder by R.J. Palacio** **Holes by Louis Sachar** **Christmas Clips** **The Christmas Truce**		**Poetry – CLP unit** **The Final Year by Matt Goodfellow**		**SPAG / Reading Revision in preparation for SATs**	**13 Treasures Michelle Harrison**
Whole Class Guided Reading	**Whole Class Guided Reading using FRED teaching resources**					

SPAG	* Noun Phrases * Modal verbs and subjunctive mood * Suffixes - nouns and adjectives to verbs * Commas *Co-ordinating conjunctions	* Pronouns and possessive pronouns * Adverbs to show frequency * Prefixes * Colons in lists * Subordinating conjunctions in clauses * Verb tenses	* Synonyms and antonyms * Adverbs to show possibility * Root words * Hyphens * Formal and Informal speech and vocabulary * Formal and informal writing	* Subject and object * Ambiguity * Hyphenated compound words * Bullet points * Perfect form of verbs * Cohesion across paragraphs * Parenthesis	* Direct and reported speech * Active and passive * Semi-colons, colons and dashes to mark clauses * Layout devices * Editing and evaluating	Transition

Maths	-Perform mental calculations, including mixed operations and large numbers -Solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why -Multiply multi-digit numbers up to 4 digits by a two-digit whole number using the formal written method	-Recall and use equivalence between simple fractions , decimals and percentages - Associate a fraction with division -Calculate decimal fractions -Identify and use common factors to simplify fractions -Identify and use common multiples to express fractions in the same denomination -Compare and order fractions -Add and subtract fractions with different	-Solve problems involving unequal sharing and grouping - Solve problems involving similar shapes and scale factors, known or unknown - Solve problems involving the relative sizes of two quantities -Understand and use equivalence between metric and imperial units -Use, read, write and convert between standard units of measure -Convert units of length, mass, volume and time	-Use simple formulae -generate and describe linear number sequences -Express missing number problems algebraically -Recognise angles where the meet at a point, on a straight line or are vertically opposite -Measure and draw angles accurately -Calculate missing angles	- Construct and interpret pie charts -Calculate and interpret the mean as an average - Solving problems involving graphs and charts - Revision and consolidation	Algebra - transition unit White Rose Futures White Rose Tours The Bakery

	of long multiplication Read, write and use numbers up to 10, 000, 000. Multiply and divide in powers of 10. Use decimals with up to 3 decimal places and recognise their value Round numbers to a specific degree of accuracy Solve problems involving negative numbers Use estimation to check that answers are reasonable -Solve problems involving addition, subtraction and multiplication -Use knowledge of the order of operations to	denominators - Add and subtract mixed numbers and improper fractions -Multiply proper fractions -Divide proper fractions -Solve problems Involving the calculation of percentages	-Convert between miles and kilometres -Calculate and compare area of compound and rectilinear shapes - Measure and compare perimeter of composite and rectilinear shapes -Calculate area of parallelogram and triangle -Calculate and compare volume of cubes and cuboids -Use formulae for area and volume where appropriate	-Compare and classify 2d and 3d geometric shapes based on their properties and size -Draw 2d shapes accurately -Recognise, describe and build 3d shapes, including making nets -Find unknown angles in any triangle, quadrilateral or regular polygon -Identify parts of a circle -Recognise the relationship between the diameter and radius -Describe position on a full coordinate grid -Draw and translate shapes on the coordinate plane -Reflect shapes in the axis		

	carry out calculations -Divide numbers up to 4 digits by a two-digit whole number using the formal written method of long division -Use written division methods in cases where the answer has up to two decimal places -Solve problems involving division					
Science	**Living Things: Classifying Big and Small** To know that 'organism' is a term used to refer to an individual living thing. To know that micro-organisms are incredibly small and cannot usually be seen	**Energy: Light and Reflection** To know: Light travels in a straight line from a light source. Luminous objects are seen as a result of light directly entering the eye, whereas non-luminous objects reflect light into the eye. Shiny surfaces	**Living Things: Evolution and Inheritance** To know: Living things have changed over time. Fossils provide information about living things that inhabited the Earth millions of years ago. Characteristics are passed from parents to	**Energy: Circuits, Batteries and Switches** To know: A variety of components in a series circuit (including buzzer and motor). Conventions are used to draw circuit diagrams, including the recognised symbols for common	**Animals: Circulation and Health** To know: The main parts of the human circulatory system (heart, blood vessels and blood). The heart pumps blood around the body.	**Making Connections: Are some sunglasses safer than others?** **This unit revises key knowledge from the Year 6 units.**

	by the naked eye. To know the characteristics of the different groups of vertebrates and commonly found invertebrates.	reflect light uniformly. When light is reflected off a surface, its direction changes. Mirrors and periscopes work using reflection of light on smooth surfaces. Shadows have the same shape as the objects that cast them as a result of light travelling in straight lines. There are relationships between light sources, objects and shadows. The distance between the object and the screen affects the size of the shadow. The angle of a reflected ray is affected by the angle of the incoming ray on a smooth surface.	their offspring, but all offspring vary from their parents. Over time, variation in offspring can affect animals' chances of survival in particular environments. Animals and plants have adapted to suit their environment over many millions of years, and this process can be called evolution.	components and using straight lines. The voltage of a circuit can be changed and this affects bulb brightness (or buzzer volume).	Blood vessels transport blood around the body. Blood transports vital substances around the body, including oxygen and nutrients. The relationships between different organ systems. The impact of diet, exercise, drugs and lifestyle on the way a body functions. The heart rate is the number of beats per minute. Exercise increases heart rate.	

Computing	**Communication** To identify how to use a search engine To describe how search engines select results To explain how search results are ranked To recognise why the order of results is important and to whom To recognise how we communicat e using technology To evaluate different methods of online communication	**Variables in games** To define a 'variable' as something that is changeable To explain why a variable is used in a program To choose how to improve a game by using variables To design a project that builds on a given example To use my design to create a project To evaluate my project	**Spreadsheets** To identify questions which can be answered using data To explain that objects can be described using data To explain that formulas can be used to produce calculated data To apply formulas to data, including duplicating To create a spreadsheet to plan an event To choose suitable ways to present data	**Web page creation** To review an existing website and consider its structure To plan the features of a web page To consider the ownership and uses of images (copyright) To recognise the need to preview pages To outline the need for a navigation path To recognise the implications of linking to content owned by other people	**3D modelling** To use a computer to create and manipulate 3D digital objects To compare working digitally with 2D and 3D graphics To construct a digital 3D model of a physical object To identify that physical objects can be broken down into a collection of 3D shapes To design a digital model by combining 3D objects To develop and improve a digital 3D model	**Sensing** To create a program to run on a controllable device To explain that a selection can control the flow of a program To update a variable with a user input To use a conditional statement to compare a variable to a value To design a project that uses inputs and outputs on a controllable device To develop a program to use inputs and outputs on a

						controllable device

History	**A non-European society that provides contrasts with British history** – Mayan civilisation c. AD 900		**Ancient Greece** – a study of Greek life and achievements and their influence on the western world
Geography	**A journey through the Americas-investigating longitude and latitude** - use maps, atlases, globes and digital/computer mapping to locate countries and describe features studied -using maps to locate environmental regions, key physical and human characteristics and places in North and South America -locating lines of latitude and longitude, the Equator, the Northern and Southern Hemispheres, the Tropics of Cancer and Capricorn, the Prime Meridian and time zones. -understanding the significance of latitude, longitude, the Equator, the Northern and Southern Hemispheres, the Tropics of Cancer and Capricorn, the Prime Meridian and time zones -understanding key aspects of climate types.		**Travel plan unit** -Using maps to locate and describe features. -Using the 8 points on a compass, 4 and 6 figure grid references including symbols and keys. -Children take charge and plan their own travel plan- therefore building on their knowledge learnt from previous years and testing their skills. -Carry out field work to record and measure physical and human features within their areas, carrying out sketch maps, plans, graphs and using digit technology. - continue to use geographical vocabulary and consider land use and how this may change overtime.

Art	Drawing and sketchbook **2D Drawing to 3D Making**			Surface and Colour **Activism**	Working in Three Dimensions **Take a Seat**	
DT			**Cooking and Nutrition** **Food to go**	**Controlling Devices** To create a program to run on a cocorollable device	**3D Modelling** TinkerCAD	**Complex Electrical System** **Scanner** Bot (Crumble)
RE	**Christianity** (God) Salvation Forgiveness	**Hindu dharma** Reincarnation Karma The 4	**Islam** The Ummah Hajj	**Christianity** (Jesus) Holy Week The Eucharist Denominational	**Buddhism** The Buddha The Four Noble Truths	**Christianity** (church) Christian rites of passage

		ashramas		differences	The Eightfold path	Denominational differences
Music	**Music technology** Children will use Yumu sound studio to compose a piece of grunge music.	**Rounds and part songs** Children learn to sing songs with harmonies and increasingly complex parts. Children prepare songs in harmony and unison for a concert	**Ukulele** Children revise prior learning. They use limited chords to compose a chord pattern and then add a melody to the chord pattern.	**Exploring different music genres.** Children create a PowerPoint around pop, rock, jazz and blues which they then share with the rest of their class. Children will then move on to writing their own	**Finish writing end of year song/ leavers production** Children write a song based around their time at Stanley. They then rehearse ready for a performance at the end of the year.	**Unit 20** **Performing together – leavers production** Children prepare songs in unison and harmony for their performance in play.
PE	**Creative Games**	**Striking and Fielding Games - Cricket**	**Gymnastics Activity 4**	**Net and wall tennis**	**Football**	**Athletics**
	Dance - seaside	**Gymnastics - Activity 3**	**Invasion games - Rugby 1**	**OAA - Teamwork and problem solving 2**	**Invasion Games - Rugby 2**	**Striking and Fielding - Rounders**

MFL – Spanish	Phonetics 3-4 Date Do you have a pet?	Clothes School	The weekend

PSHCE	**Keeping / Staying Safe** - Water Safety **Being Responsible** - Stealing First Aid	**Unstoppable Unit**	**Feelings and Emotions** – Worry **Keeping / Staying Healthy** - Alcohol	**Computer Safety** - Making Friends On-Line **The Working World** - In-App Purchases	**A World Without Judgement** - British Values	**Growing and Changing** - Conception
Additional	European Languages Day	Anti-Bullying Week Maths Week	Art Week	Book Week	Science Week	Sports day *Leavers concert*
