

YEAR 6



Maths

Place value of numbers up to 10,000,000

Formal written methods for addition, subtraction, multiplication and division.

Name parts of a circle eg. radius

Fluency—undertake mental calculations with increasingly complex calculations.

Art

Create observational drawings of underwater scenes, using a range of media.

Painting in the style of an artist.

Make 3D fish sculptures using willow.

Geography

The UK Locational Knowledge

Where are the human and physical features in the UK?

To improve locational knowledge of human and physical features around the UK.

French

Core Vocab

Phonetics and pronunciation

R.E.

Creation and science: conflicting or complimentary?

Science

Explore requirements for life and the differences between living and non-living things.

Group animals and plants based on their features.

Generate their own questions and classify plants and animals.

Explore microorganisms, including bacteria, viruses and fungi, for the first time.

Learn about the work of Carl Linnaeus and his system for classifying organisms.

Home Learning

Daily reading and complete Reading Journal

Mathletics

Times tables Rock Stars

Spellings

P.E.

Swimming (Friday)

Tag rugby (Wednesday)

Dear Parents,

Welcome to Year 6! Over the next half term, your children will be engaging in a broad and balanced curriculum including everything outlined above. If you have any comments or questions about the work your child is completing, please do not hesitate to get in touch.

Yours Faithfully,

Kayleigh Barnes

Alana Spiers

Gavin Bater

The Highwayman



Computing

Animation—3D Animated Cartoon

Ongoing - Digital Literacy/ E-Safety 'I can...' statements to be embedded into every computing topic.

PSHE

Me and my Relationships

Children understand what it means to be assertive and explain what a bystander is.

Children can explain what is meant by a compromise and give examples of negotiation and compromise.

Children can explain the difference between appropriate and inappropriate touch

Music

'Short ride in a fast machine'

Duration

Structure

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