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| Year 6 | **Facing Adversity** Novel to drive theme – Swallows and Amazons | **Curious Continents** Novel to drive theme – Hiawatha  | **The Tale of a City** Novel to drive theme – The Viking Boy  |
| Statutory requirements in subjects. | Geography:Describe and understand key aspects of:- physical geography, including: climate zones, biomes and vegetation belts, rivers, mountains, volcanoes and earthquakes and the water cycle- human geography, including: settlements, land use, economic activity including trade links and the distribution of natural resources including energy, food, minerals andwater supplies.Use maps, atlases, globes and digital/computer mapping to locate countries and describe features studied.Art:Use experiences, other subjects across the curriculum and ideas as inspiration for artwork.Music:Play and perform in solo and ensemble contexts, using voice and playing instruments with increasing accuracy, control and expression.D&T:FOCUS ON CONSTRUCTION MATERIALSUse research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose,aimed at particular individuals or groups.Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces andcomputer-aided design.Select from and use a wider range of tools and equipment to perform practical tasks, such as cutting, shaping, joining and finishing, accurately.Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.Understand how key events and individuals in design and technology have helped shape the worldApply their understanding of how to strengthen, stiffen and reinforce more complex structures.Science:Chemistry - Examine the properties of materials using various tests.Earth and space - Explain day and night. Light.Computing:Understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration.PE:Take part in gymnastics activities.Perform dances.Languages: In the chosen modern language:- Speak – Read - Write.Look at the culture of the countries where the language is spoken.English:Fiction genres ExplanationRecountsReportsPoetry | History:A non- European society that contrasts with British history chosen from:- Early Islamic Civilization- Mayan Civilization- Benin.Geography:Locate the world's countries, with focus on North and South America and countries of particular interest to pupils.Understand the significance of the geographic zones of the world.Understand geographical similarities and differences through the study of the human and physical geography of a region or area within North or South America.Use maps, atlases, globes and digital/computer mapping to locate countries and describe features studied.Art:Develop and share ideas in a sketchbook and in finished products.Improve mastery of techniques.Music:Appreciate and understand a wide range of high-quality live and recorded music from different traditions and from great musiciansand composers.D&T:FOCUS ON TEXTILESUse research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose,aimed at particular individuals or groups.Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design.Select from and use a wider range of tools and equipment to perform practical tasks, such as cutting, shaping, joining and finishing, accurately.Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.Science: Physics - Forces and magnetsLook at the effect of gravity and drag forces.Look at transference of forces in gears, pulleys, levers and springs.PE:Play competitive games, modified where appropriate, such as football, netball, rounders, cricket, hockey, basketball, badminton and tennis and apply basic principles suitable forattacking and defending.Languages: In the chosen modern language:- Speak, - Read, - Write.Look at the culture of the countries where the language is spoken.English:Narrative workshopPersuasion Discussion Poetry  | History:A study of a theme in British history.History of interest to pupils.Geography:Describe and understand key aspects of:- physical geography, including: climate zones, biomes and vegetation belts, rivers, mountains, volcanoes and earthquakes and the water cycle- human geography, including: settlements, land use, economic activity including trade links and the distribution of natural resources including energy, food, minerals and water supplies.Use maps, atlases, globes and digital/computer mapping to locate countries and describe features studied.Art:Learn about the great artists, architects and designers in history.Music:Use and understand the basics of the stave and other musical notations.D&T:FOCUS ON INGREDIENTSUse research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose,aimed at particular individuals or groups.Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces andcomputer-aided design.Select from and use a wider range of tools and equipment to perform practical tasks, such as cutting, shaping, joining and finishing, accurately.Investigate and analyse a range of existing products.Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.Understand how key events and individuals in design and technology have helped shape the world.Apply their understanding of computing to programme, monitor and control their products.Science:Identify, name, describe, classify and compare properties and changes. Look at the practical use of everyday materials. Computing:Design and write programs that accomplishspecific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.Use sequence, selections and repetition inprograms; work with variables and variousforms of input and output; generate appropriate inputs and predicted outputs to test programs. Use logical reasoning to explain how a simple algorithm works, detect and correct errors in algorithms and programs.PE:Take part in athletics activities.Swimming and water safety: take swimming instruction. Take part in outdoor and adventurous activity challenges both individually and within a team.Languages: In the chosen modern language:- Speak, - Read - Write.Look at the culture of the countries where the language is spoken.English:SAT’s revision  |
| Mini Topic | **Changes** History:Changes in Britain from the Stone Age to the Iron Age.Science: Look at solubility and recovering dissolved substances. Separate mixtures.Examine changes to materials that create new materials that are usually not reversible. |
| Mini Topic | **Plants and Animals**Science:BiologyAll living thingsLook at reproduction in plants and animals, and human growth and changes. |
| Mini Topic | **Geocaching**Geography:Use maps, atlases, globes and digital/computer mapping to locate countries and describe features studied.Use the eight points of a compass, four-figure grid references, symbols and keys (including the use of Ordnance Survey maps) to build knowledge of the United Kingdom and the world.Use a wide range of geographical sources in order to investigate places and patterns.Use fieldwork to observe, measure and record the human and physical features in the local area using a range of methods, including sketch maps, plans and graphs and digital technologies.Computing:Describe how internet search engines find and store data; use search engines effectively; be discerning in evaluating digital content; respect individuals and intellectual property; use technology responsibly, securely and safely.Select, use and combine a variety of software (including internet services) on a range of digital devices to accomplish given goals, including collecting, analysing, evaluating and presenting data and information. |