# English

**Reading:**
reading texts that are structured in different ways and reading for a range of purposes
drawing inferences such as inferring characters' feelings, thoughts and motives from their actions, and justifying inferences with evidence
predicting what might happen from details stated and implied
summarising the main ideas drawn from across the text
discuss and evaluate how authors use language including figurative language, considering the impact on the reader
explain and discuss their understanding of what they have read
provide reasoned justifications for their views.

**Writing:**
Plan writing by:
identifying the audience for and purpose of the writing, selecting the appropriate form and using other similar writing as models for their own
Draft and write by:
selecting appropriate grammar and vocabulary, understanding how such choices can change and enhance meaning
in narratives, describing settings, characters and atmosphere and integrating dialogue to convey character and advance the action
using a wide range of devices to build cohesion within and across paragraphs
Evaluate and edit by:
assessing the effectiveness of their own and others' writing
proposing changes to vocabulary, grammar and punctuation to enhance effects and clarify meaning
proof-read for spelling and punctuation errors

**Grammar and Punctuation:**
using expanded noun phrases to convey complicated information concisely
using modal verbs or adverbs to indicate degrees of possibility
using relative clauses beginning with
who, which, where, when, whose, that or
with an implied (i.e. omitted) relative pronoun
using commas to clarify meaning or avoid ambiguity in writing.
Linking ideas across paragraphs using adverbials of time [for example, *later*], place [for example, *nearby*] and number [for example, *secondly*] or tense choices [for example, he *had* seen her before]

# Art & Design

•Use sketchbooks to collect, record, review, revisit & evaluate ideas
•Improve mastery of techniques such as drawing, painting and sculpture with
varied materials
•Learn about great artists, architects & designers

# Computing

- Review and consider the structure of an existing website
- Plan the features of a web page
  - Consider usage rights and copyright
  - Create a spreadsheet to plan an event
  - Choose appropriate ways to present data
  - Understand the need for a navigation path
- Recognise the implications of linking content owned by third parties
- Identify which objects can be described using data
- Look at how formulas are used to process data

# Design & Technology

•Use research& criteria to develop products which are fit for purpose and aimed at specific groups
•Use annotated sketches, cross-section diagrams & computer-aided design
•Analyse & evaluate existing products and improve own work
•Use mechanical & electrical systems in own products, including programming
•Cook savoury dishes for a healthy & varied diet

# Geography

# Mathematics

**Number & PV**
-order & compare numbers to 10,000,000
-round any whole number & solve problems
**Four Operations**
-perform mental calculations, including with mixed operations and large numbers.
-solve addition and subtraction multi-step problems in contexts
-identify common factors, multiples & primes
-use formal written methods of long & short multiplication & division
-use estimation to check answers to calculations and determine
**Geometry**
-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.

**Measures**
-recognise that shapes with the same areas can have different perimeters and vice versa
-recognise when it is possible to use formulae for area and volume of shapes
-find the area of parallelograms and triangles
-calculate, estimate and compare volume of cubes and cuboids
**Algebra**
-use simple formulae
-express missing number problems algebraically
-find pairs of numbers that satisfy an equation with two unknowns
-enumerate possibilities of combinations of two variables.

**Fractions & Decimals & Ratio**
-add and subtract fractions with different denominators-
-multiply simple pairs of proper fractions, writing the answer in its simplest form
- divide proper fractions by whole numbers (1/3 ÷ 2 = 1/6).
-associate a fraction with division to calculate decimal fraction equivalents
-recall and use equivalences between simple fractions, decimals & percentages, including different contexts.
-solve problems involving the % e.g. 15% of 360 & use percentages for comparison

# Modern Languages

- Zoo animals
- Verbs and adjectives
- Members of the family.
- Listen & engage to a balance of written and spoken vocabulary
- Ask & answer questions
- Speak in sentences using familiar vocabulary
- Ask questions
- Develop appropriate pronunciation
- Show understanding of words & phrases
- Use description
- Broaden vocabulary

# Music
## Samba

- Learn a range of techniques to make different sounds on the ukulele.
- Learn to read notation and apply this to ukulele playing.
- Learn about the role of the conductor.
- Learn specific symbols to keep an ensemble together.
- Learn a set repertoire in preparation for a performance.
- Expand their chord knowledge to be able to play more complex pieces.
- Build skills to read more challenging pieces in tablature.

# Science

**Electricity**

To understand how varying components in a circuit changes the effectiveness of the output

To use accepted conventions for drawing circuit diagrams

**Light**

How humans see things and the scientific processes associated with this

# History

- Find out how criminals were punished 800 years ago
- Learn about the legend of Robin Hood

- Find out how crime and punishment changed between 1500 and 1750
- Explore why punishments became so 'bloody' during the 18th century
- Explore why so much changed during the 19th century
- Discuss whether the way we catch and punish criminals has improved in the last 100 years.

# Physical Education

- Use running, jumping, catching and throwing in isolation and in combination
- Play competitive games, applying basic principles
- Develop flexibility & control in gym, dance & athletics
- Take part in Outdoor & Adventurous activities
- Compare performances to achieve personal bests

# Religious Education

Explore and describe a range of beliefs, symbols and actions so that they can understand different ways of life and ways of expressing meaning.

Describe the way in which people belong to different communities and explain the meaning of diversity and evaluate the concepts of respect and tolerance

# Curriculum Overview for Year 6 – Spring

Template created by Michael Tidd 2013