



YEAR 6	Autumn 2024		Spring 2025	Summer 2025	
English - Reading	Rooftoppers (& The Listeners - Walter de la Mare) How to Live Forever		Pig Heart Boy All Aboard the Empire Windrush The Island	Intro to Dickens - Oliver Twist Dare to be You (KS2 - KS3 transition)	
English - Writing Introduce = green (Block A) Revisit = orange (Block B)	Autobiography Discursive writing and speeches First person stories with a moral Explanatory text		Extended third person narrative Explanatory texts Newspaper report Autobiography First person stories with a moral	Extended third person narrative (adventure stories) Newspaper report Discursive writing and speeches	
Maths	Place Value Addition, subtraction, multiplication and division Fractions Measurement - converting units		Ratio Algebra Decimals Fractions, decimals and percentages Area, perimeter and volume Statistics	Shape Geometry - position and direction Themed projects, consolidation and problem solving	
Science	Light	Electricity	Animals, including humans (circulatory system, and water transportation)	Living things and their habitats	Evolution and inheritance
R.E.	Branch 1 - Creation and Covenant CST- Stewardship Branch 2- Prophecy and Promise CST-Solidarity		Branch 3- Galilee to Jerusalem CST- Option for the Poor Branch 4- Desert to Garden CST-Rights and Responsibilities	Branch 5- To the Ends of the Earth CST-Solidarity Branch 6- Dialogue and Encounter CST-Peace/Common Good	
Geography	Comparison of a region of the UK, Europe and North America - Lake		Earthquakes, mountains & volcanoes	Settlements	



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	District, Tatra Mountains, The Caribbean		
History	Battle of Britain	The Windrush Generation	Local History Study- How did conflict change our local area in World War 2?
Art	<u>Drawing: Expressing ideas</u> Children will explore how artists express their ideas, looking at examples of street art, and how they scale to do so.	<u>Make my voice heard</u> Children will explore art with a message, children look at the famous 'Guernica' by Picasso and the confronting works of Käthe Kollwitz and through the mediums of graffiti, drawing, painting and sculpture, pupils create their own artworks that speak to the viewer.	<u>Sculpture and 3D (Making Memories)</u> Children will explore sculptural techniques to create memories of primary school into abstract relief cardboard sculptures inspired Louise Nevelson.
D&T	<u>Structure: Playgrounds</u> Create a model of a new playground featuring five apparatus, made from three different structures. Creating a footprint as the base, pupils can practise visualising objects in plan view and also get creative with their use of natural features and cladding for their structures	<u>Digital world: Navigating the world</u> Children program a navigation tool to produce a multifunctional device for trekkers. They combine 3D objects to form a complete product in CAD 3D modelling software. The unit accumulates with a pitch to share and 'sell' the children's final product concepts and programs to the Adventure Awaits company guest panel (5 lessons)	<u>Textiles: Waistcoats</u> Using the skills they've developed over the past few years, children select fabrics, use templates, pin, decorate and stitch to create a waistcoat for a person or purpose of their choosing
Music	<u>Songs of World War 2</u> Children will develop greater accuracy in pitch and control and identify pitches within an octave.	<u>Dynamics, pitch and tempo</u> Children will appraise the work of Mendelssohn and further developing the skills of improvisation and composition	<u>Composing and performing a Leavers' Song</u> Children will compose and perform a leaver's song



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Computing	<u>Computing systems and networks: Bletchley Park and the history of computers</u> Children will explore code breaking at Bletchley park, historical figures in computing, the evolution of computers, designing of the future and creating an audio advert.		<u>Programming: intro to python</u> To create a design using nested loops, alter drawings using simple commands on Python and be able to decompose the programme into an algorithm to modify it.		<u>Creating Media: history of computers</u> Children will understand sound effects on computers today (RAM, ROM, hard drive and processor and be able to produce a simple radio play with special effects and simple edits which demonstrate an understanding of how to use the software.
	<u>Online Safety</u> use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact				
P.E.	Skiing		Gymnastics/Dance Net & Wall Athletics		Forest School Striking & Fielding Team Games (Basketball/Rugby)
PSHE	Me and My Relationships Assertiveness Cooperation Positive relationships	Valuing Differences Recognising and celebrating difference Recognising and reflecting on prejudice-based bullying Understanding Bystander behaviour Gender stereotyping	Keeping Safe Understanding emotional needs Staying safe online Drugs: norms and risks (including the law)	Rights and Respect Understanding media bias, including social media Caring: communities and the environment Earning and saving money Understanding democracy	Being My Best Aspirations and goal setting Managing risk Looking after my mental health