

Alverton Primary School: Curriculum Overview for Year 6

English (Year 6)

Reading

- Read fluently, using existing knowledge and punctuation to inform meaning.
- Read, and discuss content of a wide range of fiction.
- Identify and discuss themes and conventions across texts.
- Make comparisons within and across books and explain the links.
- Discuss understanding of texts, including exploring meaning of words in context.
- Ask questions to improve understanding of texts.
- Summarise key information from different parts of a text.
- Retrieve, record and present information from non-fiction.
- Predict future events from details stated and implied.
- Justify inferences with evidence from the text.
- Identify how language, structure and presentation contribute to meaning.
- Discuss how authors use language, including figurative language, to affect the reader.
- Distinguish between fact and opinion.
- Take part in discussions about books and reading, building on and challenging ideas.
- Express opinions about a text and giving reasons and justifications.
- Learn and perform poetry and plays, showing understanding through intonation, tone, volume and action.

Writing

- Develop ideas in planning and plan the correct text structure.
- Identify the audience and purpose before writing and adapt accordingly.
- Use sentences, vocab and features appropriate to audience, purpose and genre.
- Write in a variety of well-chosen sentences of different length and type within a text.
- Writing is well-paced.
- Use organisational and presentational devices, including paragraphs.
- Use a range of cohesive devices to link ideas across texts.
- Summarise a text, conveying key information.
- Critique the effectiveness of their own, and others' writing and suggest improvements.
- Improve vocabulary, grammar and punctuation to enhance effects and clarify meaning.
- Proof-read for spelling and punctuation errors.
- Writing has a "voice", including addressing the reader.
- Use a range of sentences and vocabulary to create specific effects.
- Use vocabulary that is varied, imaginative and appropriate.
- Use expanded noun phrases to add detail to sentences.
- Recognise and use vocabulary and structures that are appropriate for formal use.
- Understand how to add tension.

Grammar

- Use passive verbs to affect the presentation of information.
- Use perfect form of verbs to mark relationships of time and cause.
- Use hyphens and / or ellipsis.
- Use semi-colons, colons and dashes between clauses.
- Use a colon to introduce a list and punctuation bullet points.

Spelling

- Use a range of spelling strategies.
- Spell the words from the Year 5/6 list.
- Use a dictionary and a thesaurus.

Speaking and Listening

- Use questions to gain knowledge.
- Articulate arguments and opinions.
- Use spoken language to speculate, hypothesise and explore.
- Use appropriate register and language.

Handwriting

- Write legibly and fluently.

Art and Design (UKS2)

- Use a variety of materials for different techniques with creativity, experimentation and an awareness of different kinds of art, craft and design.
- Explore and create images and objects with an extended range of materials.
- Use sketch books to collect, record, review, revisit and evaluate ideas.
- Use art to express an emotion or abstract concept.
- Improve mastery of techniques such as drawing, painting and sculpture with varied materials.
- Use line, tone and shade to represent things that are real, imaginary or observed.
- Use different brushes for specific purposes and explores different paint effects.
- Show an awareness of, and select materials and tools, to create images or objects using texture, form and shape.
- Begin to use perspective.
- Learn about great artists, architects and designers.
- Use the work of other artists as a stimulus for their own.

Computing (UKS2)

- Use search technologies effectively to collect, analyse and evaluate digital content.
- Use digital devices to combine different software and present data and information.
- Design, write and debug programs to solve problems.
- Use sequences, repetition, variables, inputs and outputs.
- Detect and correct errors in algorithms and programs.
- Select, use and combine software to collect, analyse, evaluate and present data appropriately and design a range of programs.
- Understand computer networks for collaboration and communication.
- Use technology safely and responsibly, recognising appropriate behaviour and knowing how to report concerns

Geography (UKS2)

- Locate the world's countries, focusing on Europe and South America and their environmental regions, physical and human characteristics and major cities.
- Name and locate counties and cities of the United Kingdom.
- Describe the human and physical characteristics of the local region and understand how some of these have changed over time.
- Understand latitude, longitude, Equator, Hemispheres, Tropics, Meridian and time zones.
- Study the local area and the geography of other countries including human and physical characteristics and changes over time, making comparisons between similarities and differences.
- Describe and understand key aspects of physical geography including rivers, mountains, volcanoes, earthquakes and of human geography such as settlements, land use, trade links and distribution of natural resources.
- Study biomes, climate zones and vegetation belts.
- Use maps, atlases, globes and digital / computer mapping
- Use the eight points of a compass, four and six figure grid references and symbols and keys (include OS maps).
- Use fieldwork to observe, measure and record and present findings using a range of methods.

Mathematics (Year 6)

Number

- Use negative numbers to calculate intervals across zero.
- Round any whole number as required.

Multiplication and Division

- Multiply up to 4-digit x 2-digit whole numbers.
- Divide numbers using long division, interpreting the remainders as appropriate.
- Multiply a number with up to two decimal places by whole numbers.
- Use written division with answers of up to two decimal places.
- Multiply a number with one decimal place by another number with one decimal place.
- Identify common factors, common multiples and prime numbers.

Fractions

- Use common factors to simplify fractions.
- Compare and order fractions of any size.
- Add and subtract fractions with different denominators and mixed numbers.
- Multiply simple pairs of proper fractions.
- Divide proper fractions by whole numbers.
- Calculate decimal fraction equivalents for simple fractions.
- Recall and use equivalences between fractions, decimals and percentages.
- Solve problems using ratio using multiplication and division facts.
- Solve problems involving similar shapes where the scale factor is known.
- Solve problems involving proportion, using knowledge of fractions and multiples.

Algebra

- Use simple formulae.
- Generate and describe linear number sequences.
- Express missing number problems algebraically.

Measure

- Convert units of measure between smaller and larger units up to 3 decimal places.
- Convert between miles and kilometres.
- Calculate the area of parallelograms and triangles.
- Calculate and compare volume of cubes and cuboids.

Shape

- Illustrate and name parts of a circle.
- Find missing angles in triangles, quadrilaterals and regular polygons.
- Recognise vertically opposite angles and find missing angles.
- Describe positions on the full co-ordinate grid.
- Translate shapes on a co-ordinate grid and reflect in the axes.

Data

- Construct and interpret pie charts.
- Calculate the mean as an average.

Design and Technology (UKS2)

- Use research and criteria to develop products which are appealing, innovative, fit for purpose and aimed at a specific audience.
- Generate, develop and communicate ideas in a range of ways.
- Use a wider range of tools and equipment to perform practical tasks accurately for a range of uses.
- Select from and use a range of materials and components. According to their functional and aesthetic properties.
- Join and combine a range of materials using appropriate methods.
- Investigate and analyse existing products and use these to inform decisions and refine ideas.
- Justify decisions during the design process.
- Evaluate own ideas and products against design criteria and consider views of others to improve own work.
- Understand how key events and individuals in DT have helped shape the world.
- Use mechanical and electrical systems in own work, including programming.
- Use a range of cooking techniques to cook dishes for a healthy and varied diet.
- Understand seasonality and where ingredients originate.

Modern Languages (UKS2)

- Listen and engage with spoken language.
- Link the spelling, sound and meaning of words.
- Engage in conversation, expressing opinions.
- Speak in simple language using basic language structures.
- Develop appropriate pronunciation and be understood.
- Present ideas and information orally.
- Show understanding in simple reading.
- Broaden vocabulary and develop ability to understand new words.
- Write phrases from memory and adapt these to create new sentences.
- Describe people, places, things and actions orally and in writing.
- Understand basic grammar eg gender and apply to build sentences.

Music (UKS2)

- Play and perform using voices and instruments with increasing accuracy, control, fluency and expression in solo and ensemble contexts.
- Sing in two parts, including harmonies.
- Improvise and compose using dimensions of music.
- Use and understand staff and other musical notations.
- Appreciate and understand a range of high quality live and recorded music from different traditions, composers and musicians using appropriate vocabulary.
- Analyse and compare musical features.
- Develop an understanding of musical history.

Science (Year 6 objectives - covered during UKS2)

Biology:

- Life cycles of plants and animals.
- Changes as humans develop and mature.

Physics

- Understand location and interaction of sun, earth and moon.
- Gravity, resistance and mechanical forces.

Chemistry

- Classify materials according to a variety of properties.
- Understand mixtures and solutions.
- Know about reversible and irreversible changes.

Scientific Enquiry

- Plan scientific enquiries to answer questions including controlling variables.
- Set up practical enquiries and tests.
- Make systematic observations and take accurate measurements using a range of scientific equipment.
- Record and present data and results in a range of ways.
- Report findings from investigations.
- Make predictions and draw conclusions.
- Identify scientific evidence that has been used to support or refute ideas or arguments.

History (UKS2)

- Continue to develop a chronologically secure knowledge and understanding of British, local and world history, establishing clear narratives within and across periods studied.
- Understand the impact of historical events including in relations to other events and to the modern day.
- Choose and use historical information.
- Use a variety of reliable sources to gain a deeper understanding.
- Compare historical sources and suggest the validity of these.
- Answer and ask historical questions about change, cause, similarity, difference and significance.
- Connections, contrasts and trends over time.
- Detailed study of a particular historical person and their historical legacy (eg Martin Luther King).
- Develop appropriate use of historical terms.

Coverage will include:

- A British History study
- A study of an Ancient civilisation
- A World History study
- Invaders and Settlers
- World War II (including the local area)
- A local history study

Physical Education (UKS2)

- Use running, throwing, jumping and catching in isolation and in combination.
- Develop flexibility, strength, technique, control and balance in athletics.
- Compare performances to achieve personal bests.
- Develop flexibility, strength, technique, control and balance in gymnastics.
- Play competitive games and apply basic principles of attacking and defending.
- Perform dance using a range of movement patterns for specific purposes.
- Swim competently, confidently and proficiently over a distance of at least 25 metres.
- Use a range of strokes effectively.
- Perform self-rescue in different water-based situations.
- Take part in outdoor and adventurous activity challenges both individually and in a team.
- Use a variety of strokes effectively.
- Use a variety of techniques to pass a ball.

Religious Education (UKS2)

- Develop their knowledge, skills and understanding of Christianity, Hinduism, Islam, Judaism and Sikhism.
- Describe the variety of practices and ways of life in religions and understand how these stem from, and are closely connected with, beliefs and teachings.
- Consider the meaning of a range of forms of religious expression, understand why they are important in religion and note links between them.
- Find out about inspirational people: figures from whom believers find inspiration.
- Understand symbols and religious expression: how religious and spiritual ideas are expressed.
- Respond to the challenges of commitment both in their own lives and within religious traditions, recognising how commitment to a religion is shown in a variety of ways.
- Beliefs in action in the world: how religions and beliefs respond to global issues of human rights, fairness, social justice and the importance of the environment.
- Investigate the significance of religion in the local, national and global communities..