

Year 6

	Areas of Learning	To be taught across the year (refer to "Milestones")
Autumn	Suggested Topic: Exploration	<p>Art Create sketch books Painting Collage Sculpture Drawing Printing Textiles Digital Media Great artists, architects and designers in history</p> <p>D&T Practical skills using a variety of tools and equipment ICT to generate, develop, model and communicate ideas DME (Design/Make/Evaluate) Inspirations Work in a range of contexts Use IT to program, monitor and control products</p> <p>Music Play and Perform Improvise and Compose Aural memory Staff and other musical notations Transcribe Describe Music from different traditions Great composers and musicians History of music</p>
	<p>Science - Animals Including Humans/Evolution and Inheritance Recognise that living things have changed over time and that fossils provide information about living things that inhabited the Earth millions of years ago Recognise that living things produce offspring of the same kind, but normally offspring vary and are not identical to their parents Identify how animals and plants are adapted to suit their environment in different ways and that adaptation may lead to evolution. Identify and name the main parts of the human circulatory system, and describe the functions of the heart, blood vessels and blood. Recognise the impact of diet, exercise, drugs and lifestyle on the way their bodies function Describe the ways in which nutrients and water are transported within animals, including humans.</p>	
	<p>History A study of an aspect or theme in British history that extends pupils' chronological knowledge beyond 1066</p>	
	<p>Geography Identify the position and significance of latitude, longitude, Equator, Northern Hemisphere, Southern Hemisphere, the Tropics of Cancer and Capricorn, Arctic and Antarctic Circle, the Prime/Greenwich Meridian and time zones (including day and night)</p>	
	<p>D&T - Cooking and Nutrition Understand and apply the principles of a healthy and varied diet Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques Understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed</p>	
Spring	Suggested Topic: 1066 and All That!	
	<p>Science - Living Things and their Habitats Describe how living things are classified into broad groups according to common observable characteristics and based on similarities and differences, including micro-organisms, plants and animals Give reasons for classifying plants and animals based on specific characteristics.</p>	
	<p>History The Viking and Anglo-Saxon struggle for the Kingdom of England (to the end of the Anglo-Saxon rule in 1066)</p>	

Year 6

	<p><u>Geography</u> Use fieldwork to observe, measure, record and present the human and physical features in the local area using a range of methods, including sketch maps, plans and graphs, and digital technologies.</p>	<p><u>MFL</u> Listen, join in and respond Explore patterns and sounds Engage in conversation Speak in sentences</p>
Summer	<p>Suggested Topic: Britain at War</p>	<p>Pronunciation and intonation Present ideas and information orally Read and show understanding Stories, songs, poems and rhymes Develop vocabulary Write and adapt Describe people, places and things</p>
	<p><u>Science - Light/Electricity</u> Associate the brightness of a lamp or the volume of a buzzer with the number and voltage of cells used in the circuit Compare and give reasons for variations in how components function, including the brightness of bulbs, the loudness of buzzers and the on/off position of switches Use recognised symbols when representing a simple circuit in a diagram. Recognise that light appears to travel in straight lines. Use the idea that light travels in straight lines to explain that objects are seen because they give out or reflect light into the eye. Explain that we see things because light travels from light sources to our eyes or from light sources to objects and then to our eyes Use the idea that light travels in straight lines to explain why shadows have the same shape as the objects that cast them.</p>	<p><u>P.E.</u> Games Dance Gymnastics Athletics Swimming and water safety Outdoor and adventurous activity</p>
	<p><u>History</u> A study of an aspect or theme in British history that extends pupils' chronological knowledge beyond 1066</p>	<p><u>Computing (ICT)</u> Design, write and debug programs Sequence, selection and repetition in programs Explain simple algorithms Understand computer networks Use search technologies Select, use and combine software Use digital devices to design and create programs Safe use of technology</p>
	<p><u>D&T - Electrical Systems</u> Understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors] Apply their understanding of computing to program, monitor and control their products.</p>	<p>NB - Computing must be taught and used as an integral part of all areas of the curriculum.</p>