



Y6 Curriculum 2018-2019

Topic	Experience	Mathematics	English	Science	History	Geography	Art	ICT	DT	Music	PE	PSHE
ID (Science Focus)	An outside experience / visitor	Ratio and Percentages, Data and Statistics	Descriptions / Narrative, Non-chronological Reports, Adverts, Facts and Opinions / tributes, Calligrams, Bill's New Frock (Anne Fine)	Classification Key, Database, Families and Inheritance, Working Scientifically	Social Reformers	Local Community / Where I Live, Compare and Contrast areas of the UK and the Wider World	Portraiture and Figurines	Select, use and Combine a Variety of Software, Photo Stories, E-Safety, Digital Photography Unit 6.1 'We are app Planners'	Using Tools, Design, Fashion and Clothing	Appraising, personal choice, Listening to Voices	Invasion Games Athletics (Sportshall) Outward Bound Course	Identity, Personal Views and Opinions, Debate, My Place, Recognising Strengths, Charitable Organisations
Fallen Fields (History Focus)	An outside experience / visitor	Discrete	Research, Poetry, Fact Files, Newspaper Articles, Note-taking, Persuasion, Diary entries, Letters, 'Private Peaceful', 'The Best Christmas Present in the World' – Michael Morpurgo	Discrete	Archduke Franz Ferdinand, Family History, Chronology, Timelines, Lloyd George, Battle of the Somme, Battles: Mons, Marne, Gallipoli, Ypres, Passchendaele, Belle Wood, Armistice, Trenches, weapons & machines, Lord Kitchener's appeal: 'Your Country Needs You'	Historical maps, map skills	'Over the Top' by John Nash, Observational drawing	Software: Publisher, Word, Internet Search	Textiles	War songs: 'Pack Up Your Troubles', 'Keep the Home Fires Burning', 'It's a Long Way to Tipperary', lyrics, melody, mood / atmosphere	Invasion Games Athletics	Emotions and feelings
Revolution (History Focus)	An outside experience / visitor	Discrete	Non-chronological Reports, Historical Fiction, Biographies, Limericks, Diary Writing / Journals	Electricity	The Victorians	Cities and Transport in Victorian Times, Using Maps	Artists of the Victorian Period, Printing	Digital Photography Unit 6.2 'We are Project Managers'	Victorian Homecraft, Model Buildings	Victorian Parlour Songs	Invasion Games Gymnastics	Reflecting on Achievements
Frozen Kingdom (Geography Focus)	An outside experience / visitor	Measurement (Temperature) Negative Numbers, Data: Charts, Tables, Spreadsheets,	Chronological Report, Short Narrative, Diaries, Haiku Poetry, Letter Writing	Animals Living Things and their Habitats, Food Chains	Emigration and Exploration in the Early 1900s, Titanic	Features of the Polar Regions	Photography, Painting, Block Printing, Artwork of the Inuit (prints, carvings of	Collecting, Evaluating and Presenting Information, Internet	Building an Igloo	Soundscapes	Invasion Games Athletic (Endurance)	Care of The Environment, For and Against Debate



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		Graphs					birds, seals, polar bears etc), Use of Brusho / Dyes – Northern Lights representation	Search Engines Unit 6.3 'We are Interface Designers'				
Blood Heart (Science Focus)	An outside experience / visitor	Pie Charts, Data collection and Representation	Non-chronological Reports, Shape Poetry, Slogans and Adverts, Biography, Narrative using Personification	Living Things Human Circulatory System, Measuring Heart Rate, History of Blood Groups, Lifestyle Effects, Investigating how Heart Rate Accelerates and Decelerates, Working Scientifically	Discrete	Discrete	Modelling and Sculpture, Abstract Art	Using Websites, Flow Diagrams Unit 6.4 'We are app Developers'	Selecting Tools and Equipment, Healthy Recipes, Product Packaging, Working Models	Pulse, Heart Raps, Body Percussion	Invasion Games Dance Net & Wall	Harmful Substances, Caring About Others
Gallery Rebels (Art & Design Focus)	An outside experience / visitor	Discrete	Research, Short Narrative, Expressionist Poetry, Surrealist Narrative, Explanatory Text	Light, Colour	Discrete	Locational Knowledge, Research Locations of Significant Art Galleries Around the World, Paris, London	Great Artists of the 19th and 20th Centuries, Impressionists, Science of Colour, Expressionist Art, Surrealist Art, Joan Miro, Salvador Dali, Sculpture	Collecting, Evaluating and Presenting Information, Internet Search Engines, Animation Unit 6.6 'We are Marketeers'	Selecting and Using Tools and Materials	Listening, Improvising and Composing, Arnold Schoenberg	Striking & Fielding OAA Athletics (Track & Field)	Emotions and Feelings