

Y6 CURRICULUM MAP

		Autumn	Spring	Summer
Reading	Word reading	NC Appendix 1 (NC p 43)		
	Comprehension	Texts include : wide range of fiction (including myths and legends, modern fiction, fiction from our literary heritage and books from other cultures and traditions), poetry, plays, non fiction texts and reference books / text books (NC p 43)		
Writing	Transcription	RWI Spelling Programme		
	Composition	Writing focusing on audience, purpose and form. Fiction – stories from different viewpoints – additional chapter/episode to stories read – descriptive writing – changes in characters within stories and settings – own stories based on personal experiences and on stories read – playscripts. Non-fiction – recounts, (as in previous years – trips etc), eyewitness accounts, news reports biography/autobiography of fictional characters – non-chronological reports – imaginary creatures, factual based on cross-curricular, findings of characters – persuasion – posing questions based on texts read – discussion – balanced arguments based on texts – letters – formal and informal for different purposes – complaint, persuasion, emotive.		
	VGP	NC Appendix 2		
Speaking and Listening		12 Statutory statements (NC p 17)		
Maths		Number and Place Value, Addition and Subtraction, Multiplication and Division, Fractions (decimals and percentages), Ratio and Proportion, Algebra ,Measures, Geometry: properties of shape, Geometry: position, direction and motion, Statistics		
Science		Living things and their habitats Light	Animals including humans	Evolution and inheritance Electricity
Computing		<p>Computer Science - Solve problems by decomposing them into smaller parts; Use logical reasoning to detect and correct errors in algorithms</p> <p>IT - Combine a variety of software to accomplish given goals and select, use, combine software.</p> <p>Digital Literacy - Appreciate how search results are ranked</p>	<p>IT - Use and combine software on a range of digital devices. Design and create systems.</p> <p>Digital Literacy - Be discerning in evaluating digital content</p>	<p>Computer Science - Use selection in programs; Work with variables; Use logical reasoning to explain how some simple algorithms work;</p> <p>IT - Analyse & evaluate data. Select, use and combine software Understand the opportunities computer networks offer for collaboration</p> <p>Digital Literacy - Be discerning in evaluating digital content</p>
History		Ancient Greece – legacy and achievements		Mayan Civilisation
Geography		Location of places – continents, oceans, time zones	South America	
D.T.		Structures – building towers	Food work – design and make a product to be eaten on the go	Mechanisms – Fairground rides
Art and Design		Sculpture – Greek vases	Kandinsky	Art Illusions
Music		World Unite – Step Dance Performance Journeys – Song Cycle Performance	Growth – Street Dance Performance Roots – Mini Musical Performance	End of term performance
P.E.		Games and Dance	Games and Gymnastics	Games, Athletics and Swimming
R.E.		Life as a journey People of Faith Advent	Eucharist Easter	Ascension and Pentecost Ideas about God Young Leader's Award
MFL		Past and Present	Our world	Revision package