Curriculum Overview for Year 6 ~ Autumn Term 2016 (Ancient Egypt & Bowles)

English

An introduction to inference through 'Zoo' by Anthony Browne & a range of writing based on Ancient Egypt (fiction and non-fiction)

Reading

- Apply knowledge of root words, prefixes and suffixes, to understand the meaning of new words.
- Maintain positive attitudes to reading by:
  - *reading and discussing a wide range of fiction and non-fiction texts;*
  - *recommending books to peers, giving reasons for choices;*
  - *identifying, discussing and comparing themes and conventions.*
- Understand what is read by:
  - *asking questions;*
  - *drawing inferences and justifying with evidence;*
  - *summarising the main ideas, identifying key details;*
  - *identifying how language, structure and presentation contribute to meaning.*
- Discuss and evaluate how authors use language, including figurative language, considering the impact on the reader.
- Participate in discussions about books, providing reasoned justifications for views.

Spelling and Writing

- Use a wide range of prefixes and suffixes accurately.
- Spell words with 'silent' letters.
- Distinguish between homophones and other words which are often confused.
- Confidently use a dictionary and thesaurus.
- Identify the audience for, and purpose of, writing, selecting the appropriate form.
- Note and develop initial ideas.
- Describe settings, characters and atmosphere and integrate dialogue to convey character and advance the action.
- Use a wide range of devices to build cohesion within and across paragraphs.
- Ensure the consistent and correct use of tense throughout a piece of writing.
- Ensure correct subject and verb agreement when using singular and plural.
- Proof-read for spelling and punctuation errors.

Vocabulary, Grammar and Punctuation

- Recognise vocabulary and structures that are appropriate for formal speech and writing.
- Use passive verbs to affect the presentation of information in a sentence.
- Use expanded noun phrases to convey complicated information concisely.
- Use modal verbs (e.g. would, might, can) or adverbs to indicate degrees of possibility.
- Use relative clauses beginning with 'who', 'which', 'where', 'when', 'whose' and 'that'.
- Use a range of higher-level punctuation accurately throughout written work (including commas, hyphens, brackets, dashes, semi-colons and colons).

Art & Design

- Develop techniques, including control and use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design.
- Create sketch books to record observations and use these to review and revisit ideas.
- Improve mastery of art and design techniques, including drawing, painting and sculpture with a range of materials.
- Learn about great artists, architects and designers in history.

Study of the characteristic features of Ancient Egyptian artwork.

Computing

- Understand computer networks including the internet and the opportunities they offer for communication and collaboration.
- Select, use and combine a variety of software (including internet services) on a range of digital devices to collect, analyse, evaluate and present data and information.
- Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.
- Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.

Programming through 'Scratch' & internet safety (PSHE).

Mathematics

Number and Calculation

- Identify common factors, multiples and prime numbers.
- Round any whole number to a required degree of accuracy.
- Read, write, order & compare numbers up to 10 000 000 and determine the value of each digit.
- Use negative numbers and calculate intervals across zero.
- Multiply and divide numbers up to 4 digits by a two-digit whole number using the formal written methods of long multiplication and long division.
- Interpret remainders as whole number remainders, fractions, or by rounding, as appropriate.
- Divide numbers up to 4 digits by a two-digit number using the formal written method of division.
- Perform mental calculations, including with mixed operations and large numbers.
- Use knowledge of the order of operations to carry out calculations and solve problems.
- Use estimation to check answers and determine an appropriate degree of accuracy.

Fractions

- Use common factors to simplify fractions; use common multiples to express fractions in the same denomination.
- Compare & order fractions, including fractions > 1.
- Add and subtract fractions with different denominators and mixed numbers, using the concept of equivalent fractions.
- Multiply simple pairs of proper fractions, writing the answer in its simplest form.
- Divide proper fractions by whole numbers.
- Calculate decimal fraction equivalents for a simple fraction.
- Multiply and divide numbers by 10, 100 & 1000.
- Multiply one-digit numbers with up to two decimal places by whole numbers.
- Use written division methods in cases where the answer has up to two decimal places.
- Solve problems which require answers to be rounded to specified degrees of accuracy.
- Recall and use equivalences between simple fractions, decimals and percentages.

Measurement

- Solve problems involving the calculation and conversion of units of measurement.
- Use, read, write and convert between standard units, converting measurements of length, mass, volume and time, using decimal notation (up to three decimal places).
- Convert between miles and kilometres.
- Recognise that shapes with the same areas can have different perimeters and vice versa.
- Recognise when it is possible to use formulae for area and volume of shapes.
- Calculate the area of parallelograms and triangles.
- Calculate, estimate and compare volume of cubes and cuboids using standard units, including cubic centimetres and cubic metres.

Design & Technology

Design

- Use research & develop design criteria to inform the design of products that are fit for purpose, aimed at particular individuals or groups. Generate, develop, model and communicate ideas.

Make

- Select from and use a wider range of tools, equipment, materials & components.

Evaluate

- Investigate a range of existing products.
- Evaluate ideas & products against own design criteria. Consider the views of others to make improvements.

Technical knowledge

- Understand and use mechanical systems in products (including pulleys and linkages). Understand and use electrical systems in products (including switches, motors & bulbs). **Egyptian artefacts project.**

Geography

- History topic focus this term.
- Geographical links are made where relevant, e.g. the importance of The River Nile to the people of Ancient Egypt and today.

PSHE & Citizenship

- Internet Safety.
- Friendship Week.
- Discussions around topical news events.

'Bikeability' cycle safety and training week & Bowles outdoor adventurous activities residential.

Music

- Play and perform in solo and ensemble contexts, using voices and playing musical instruments with increasing accuracy, fluency, control and expression.
- Improvise and compose music for a range of purposes using the inter-related dimensions of music.
- Listen with attention to detail and recall sounds with increasing aural memory.
- Appreciate and understand a wide range of high-quality live and recorded music drawn from different traditions and from great composers and musicians.

Science

Working & Thinking Scientifically

- Plan different types of scientific enquiries to answer questions, recognising and controlling variables if necessary.
- Take measurements, with increasing accuracy and precision taking repeat readings when appropriate.
- Record data and results of increasing complexity. Plus use test results to make predictions to set up further comparative and fair tests.
- Report and present findings from enquiries in oral and written forms.
- Identify scientific evidence used to support or refute ideas or arguments.

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/animals based on specific characteristics.

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.

History

- Develop a chronologically secure knowledge and understanding of British, local and world history.
- Identify connections, contrasts and trends over time.
- Develop appropriate use of historical terms.
- Ask and answer historically valid questions about change, cause, similarity and difference, and significance.
- Understand how our knowledge of the past is constructed from a range of sources.
- Construct informed responses that involve thoughtful selection and organisation of relevant historical information
- Study the achievements of the earliest civilizations.

'Ancient Egypt' topic

An in-depth study of Ancient Egypt.

Physical Education

- Develop flexibility, strength, technique, control & balance.
- Perform dances using a range of movement patterns.
- Enjoy communicating, collaborating & competing with others.
- Develop an understanding of how to improve in different physical activities & sports, learning how to identify & evaluate success.
- Play competitive games and apply basic principles suitable for attacking and defending.
- Compare own performances with previous ones and demonstrate improvement to achieve personal best.
- Take part in outdoor and adventurous activity challenges.

Netball, Football, Dance & Bowles outdoor adventurous activities residential.

Religious Education

Introduction to Judaism

- Core beliefs
- Traditions
- Worship
- Modern society
- Sacred text

Languages – French