



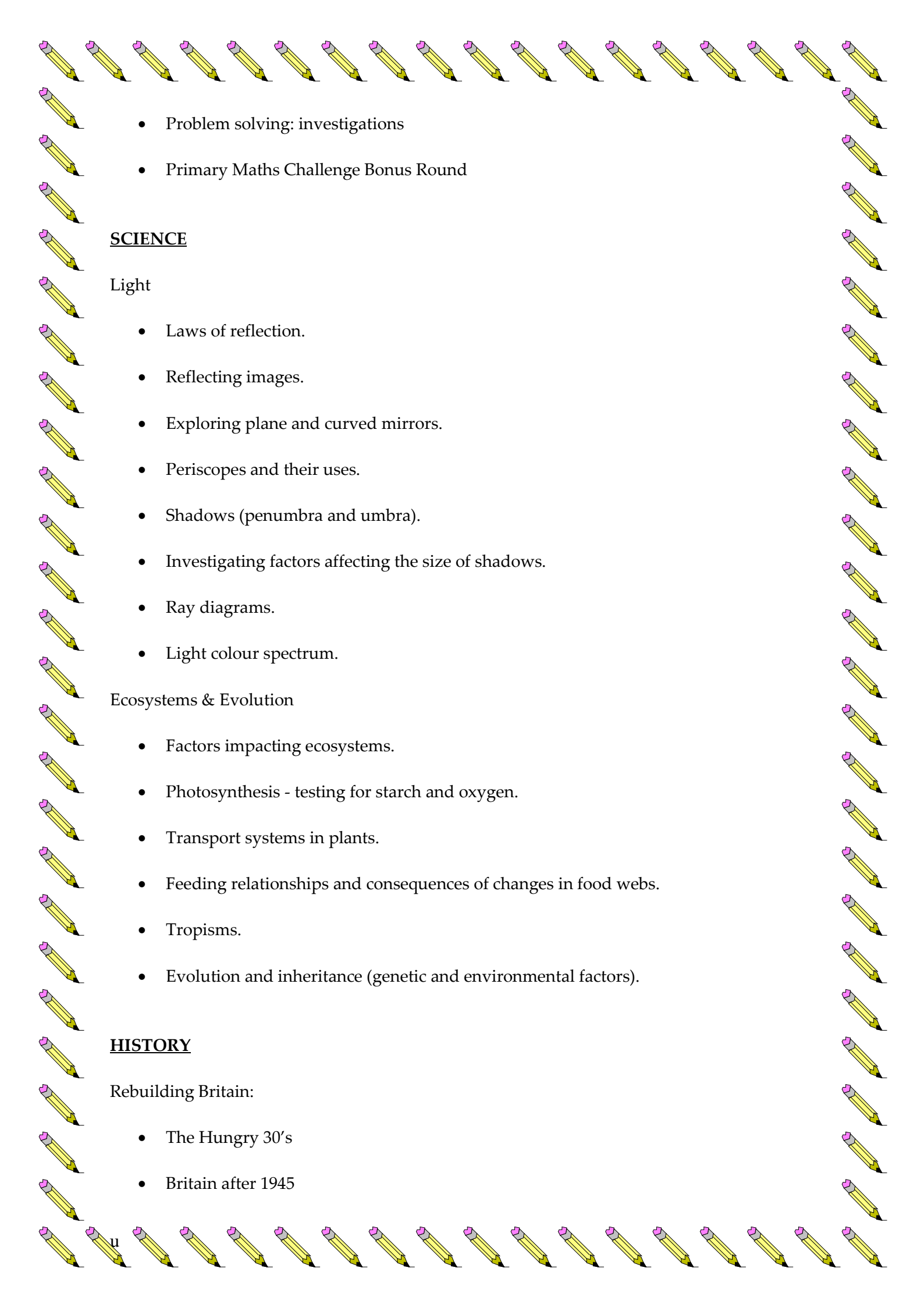
## Year 6 Curriculum Overview Spring Term 1 & 2

### ENGLISH

- The Year 6 course book forms an integral part of the curriculum and as well as comprehension and writing activities there will be language revision work included on a weekly basis
- Examination technique and practice continues with continuing focus on final preparation for the 11+ examinations
- The children will be involved in creating and performing their own drama scripts for the Spring Concert
- This term Year 6 explore a range of literature. The focus is on plays and stories. 'Carrie's War' by Nina Bawden is studied

### MATHEMATICS

- Chines Tangram investigations and shape manipulation
- Balance investigation
- Factorial notation
- Circumference and area of circles
- Curves from straight lines
- Platonic solids and modification of 3D shapes
- Constructing complex 3D shapes from nets
- Isometric drawing
- Historic methods of multiplication
- Scale drawing
- Tessellation
- Geometric proof of formulae for areas
- Litre cube investigation challenge

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- Problem solving: investigations
  - Primary Maths Challenge Bonus Round

## SCIENCE

### Light

- Laws of reflection.
- Reflecting images.
- Exploring plane and curved mirrors.
- Periscopes and their uses.
- Shadows (penumbra and umbra).
- Investigating factors affecting the size of shadows.
- Ray diagrams.
- Light colour spectrum.

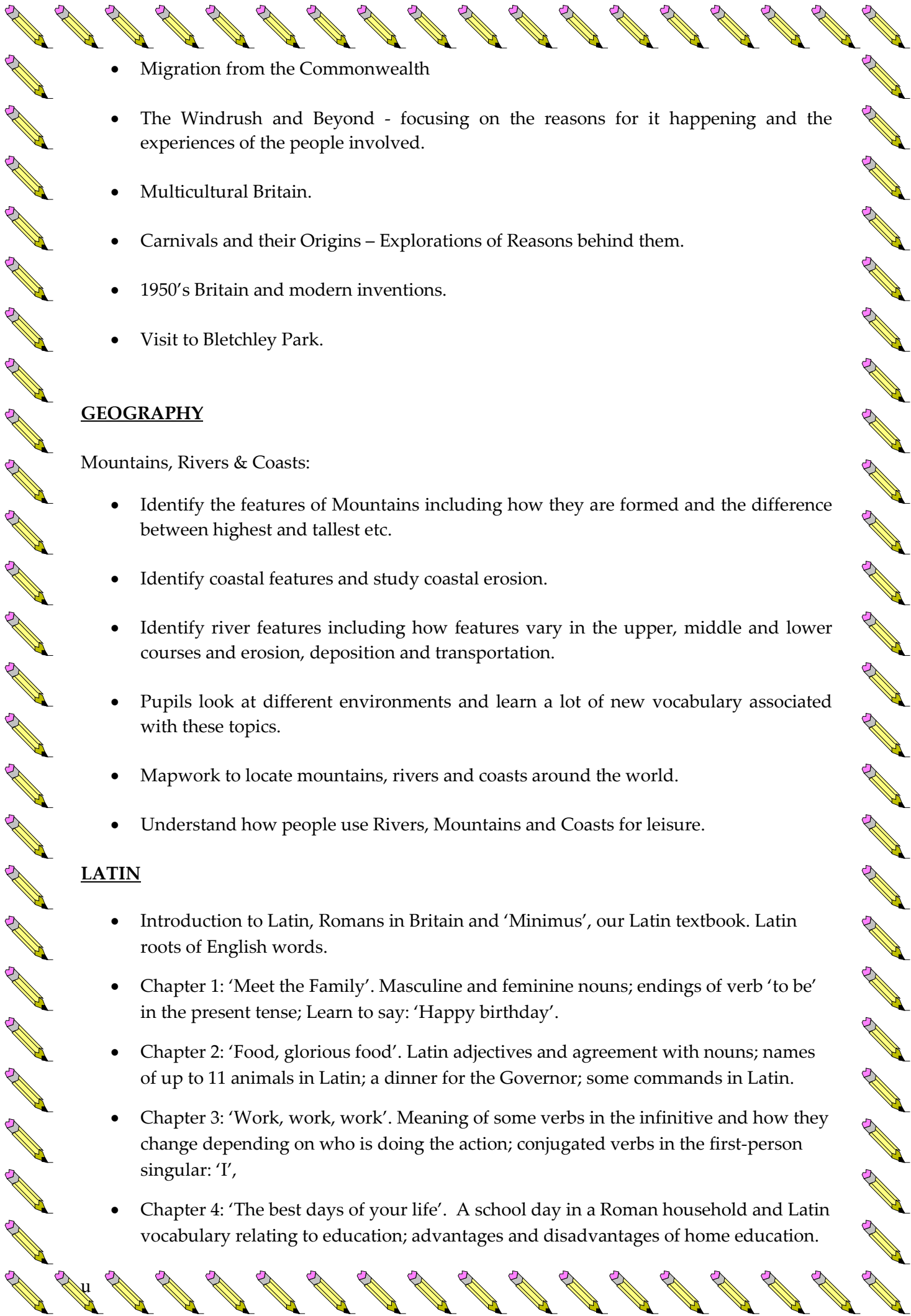
### Ecosystems & Evolution

- Factors impacting ecosystems.
- Photosynthesis - testing for starch and oxygen.
- Transport systems in plants.
- Feeding relationships and consequences of changes in food webs.
- Tropisms.
- Evolution and inheritance (genetic and environmental factors).

## HISTORY

### Rebuilding Britain:

- The Hungry 30's
- Britain after 1945

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- Migration from the Commonwealth
  - The Windrush and Beyond - focusing on the reasons for it happening and the experiences of the people involved.
  - Multicultural Britain.
  - Carnivals and their Origins – Explorations of Reasons behind them.
  - 1950's Britain and modern inventions.
  - Visit to Bletchley Park.

## GEOGRAPHY

### Mountains, Rivers & Coasts:

- Identify the features of Mountains including how they are formed and the difference between highest and tallest etc.
- Identify coastal features and study coastal erosion.
- Identify river features including how features vary in the upper, middle and lower courses and erosion, deposition and transportation.
- Pupils look at different environments and learn a lot of new vocabulary associated with these topics.
- Mapwork to locate mountains, rivers and coasts around the world.
- Understand how people use Rivers, Mountains and Coasts for leisure.

## LATIN

- Introduction to Latin, Romans in Britain and 'Minimus', our Latin textbook. Latin roots of English words.
- Chapter 1: 'Meet the Family'. Masculine and feminine nouns; endings of verb 'to be' in the present tense; Learn to say: 'Happy birthday'.
- Chapter 2: 'Food, glorious food'. Latin adjectives and agreement with nouns; names of up to 11 animals in Latin; a dinner for the Governor; some commands in Latin.
- Chapter 3: 'Work, work, work'. Meaning of some verbs in the infinitive and how they change depending on who is doing the action; conjugated verbs in the first-person singular: 'I',
- Chapter 4: 'The best days of your life'. A school day in a Roman household and Latin vocabulary relating to education; advantages and disadvantages of home education.

- Chapter 5: 'Romans and Britons'. Life in Britain before the roman invasion; conjugated verbs in the plural 'we'; adverbs.
- Chapter 6: 'Off to Town'. Travel in Roman times. Continued focus on Latin roots of English words.
- Recognising different word groups; nouns, adjectives and infinitives; consolidate knowledge of Roman numerals.

### Philosophy/Life Skills

- First Aid Training - in preparation for Secondary School Travelling etc.
- Study of Famous People including, Martin Luther King, Emmeline Pankhurst, and Nelson Mandela.

### PE

- In Gymnastics, the children will use their knowledge of composing sequences to develop performances that meet certain criteria and demonstrate increased quality and complexity.
- They will perform different skills and agilities, using what they have learned about variations in speed, level and direction, with the aim of showing as much control and precision as possible.
- They will endeavour to set their routines to music, responding to timing and changes in rhythm or tone.

In indoor athletics the children will learn to:

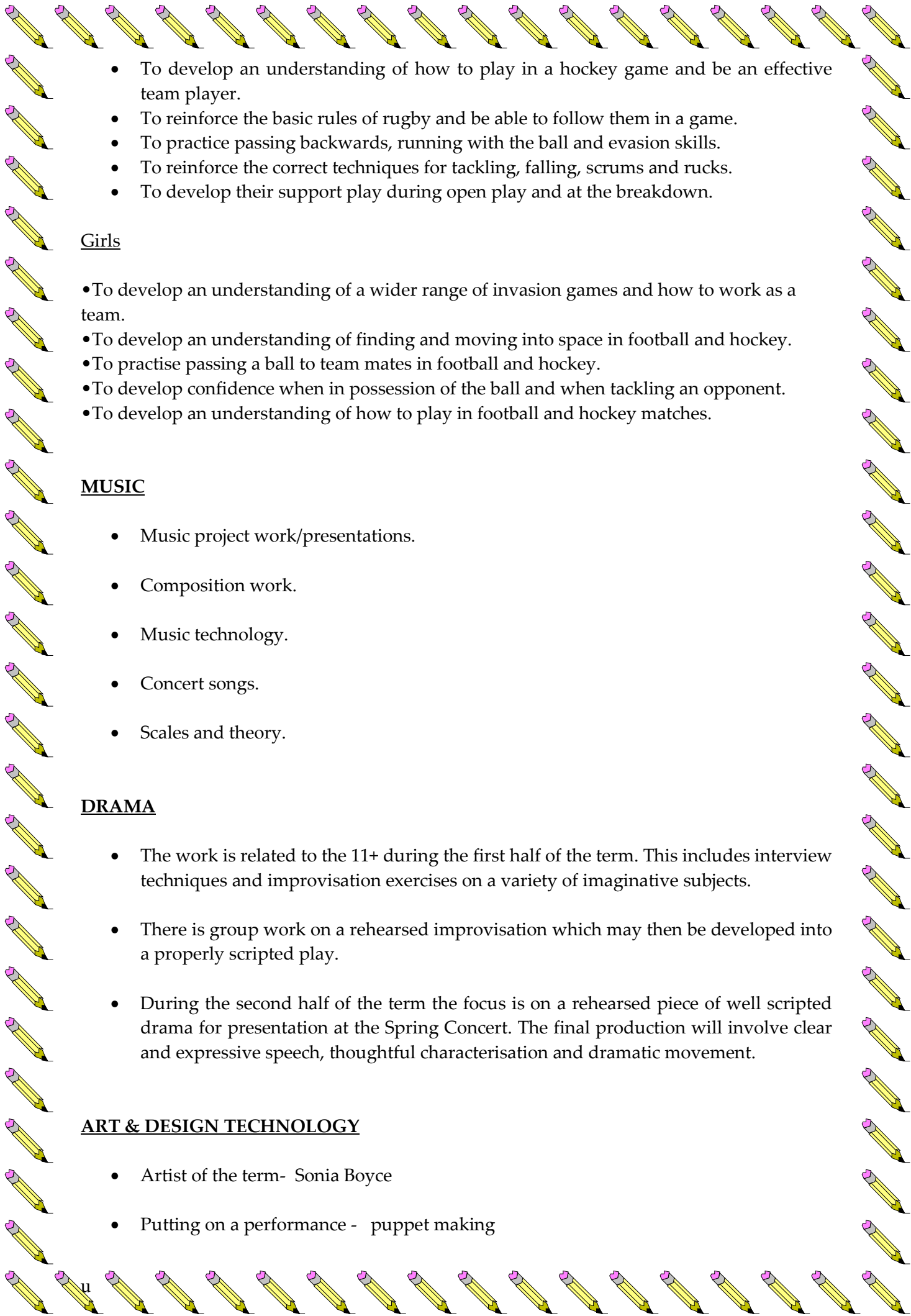
- Recognise different throwing techniques and learn when to apply them to help improve accuracy, power and distance.
- To develop underarm, overarm and push throwing techniques with items of varying size and weight.
- Techniques to run at different speeds and for varying distances and to pace themselves in order to maintain the quality of their action.
- To demonstrate different jumps showing power, control and consistency at take-off and landing.

### GAMES

- They have increased opportunities to take part in Inter House or competitive fixtures.

### Boys

- To develop an understanding of moving and creating space in hockey.
- To develop passing a ball into space in hockey.

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- To develop an understanding of how to play in a hockey game and be an effective team player.
  - To reinforce the basic rules of rugby and be able to follow them in a game.
  - To practice passing backwards, running with the ball and evasion skills.
  - To reinforce the correct techniques for tackling, falling, scrums and rucks.
  - To develop their support play during open play and at the breakdown.

### Girls

- To develop an understanding of a wider range of invasion games and how to work as a team.
- To develop an understanding of finding and moving into space in football and hockey.
- To practise passing a ball to team mates in football and hockey.
- To develop confidence when in possession of the ball and when tackling an opponent.
- To develop an understanding of how to play in football and hockey matches.

### MUSIC

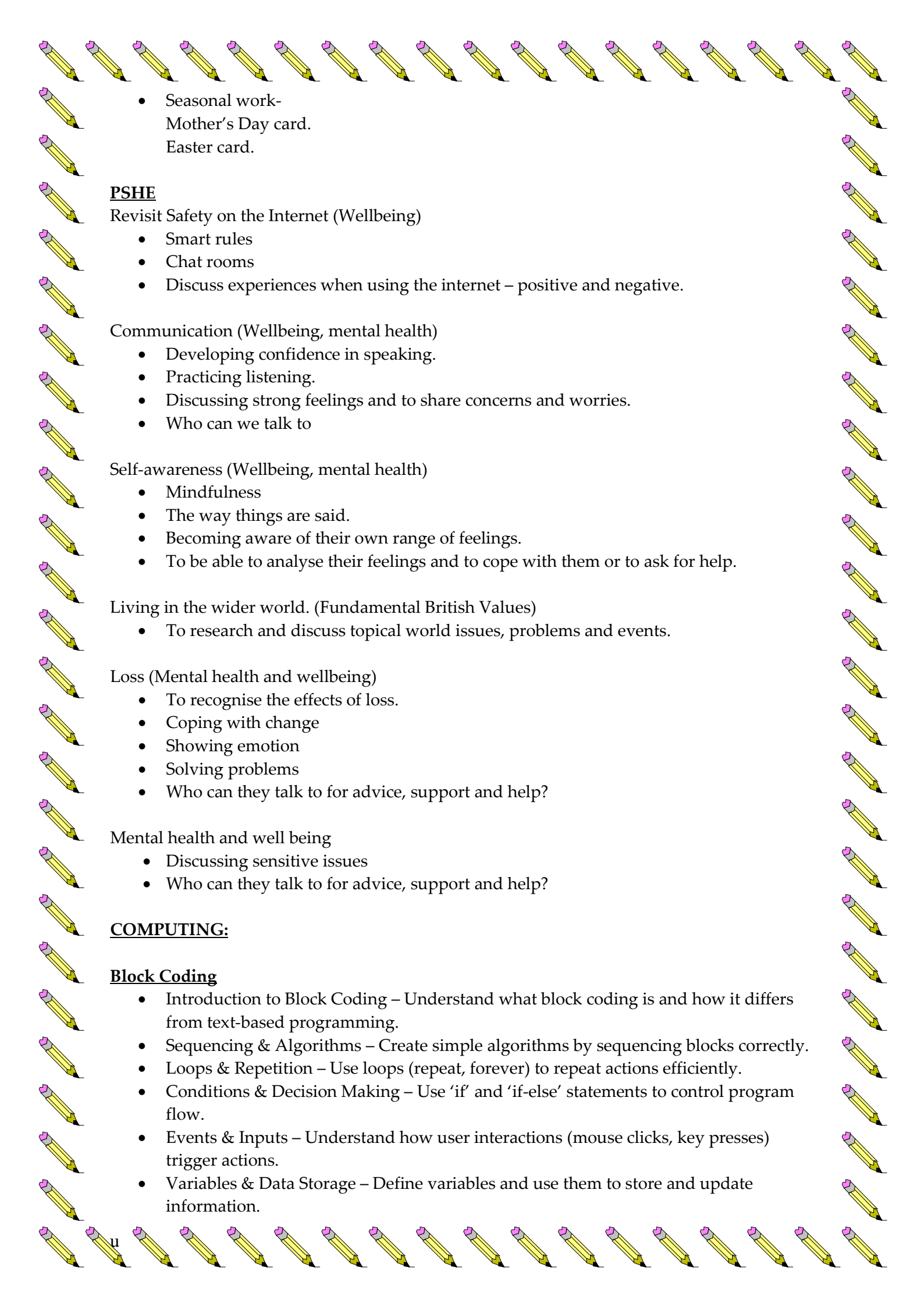
- Music project work/presentations.
- Composition work.
- Music technology.
- Concert songs.
- Scales and theory.

### DRAMA

- The work is related to the 11+ during the first half of the term. This includes interview techniques and improvisation exercises on a variety of imaginative subjects.
- There is group work on a rehearsed improvisation which may then be developed into a properly scripted play.
- During the second half of the term the focus is on a rehearsed piece of well scripted drama for presentation at the Spring Concert. The final production will involve clear and expressive speech, thoughtful characterisation and dramatic movement.

### ART & DESIGN TECHNOLOGY

- Artist of the term- Sonia Boyce
- Putting on a performance - puppet making

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- Seasonal work-  
Mother's Day card.  
Easter card.

## **PSHE**

### Revisit Safety on the Internet (Wellbeing)

- Smart rules
- Chat rooms
- Discuss experiences when using the internet – positive and negative.

### Communication (Wellbeing, mental health)

- Developing confidence in speaking.
- Practicing listening.
- Discussing strong feelings and to share concerns and worries.
- Who can we talk to

### Self-awareness (Wellbeing, mental health)

- Mindfulness
- The way things are said.
- Becoming aware of their own range of feelings.
- To be able to analyse their feelings and to cope with them or to ask for help.

### Living in the wider world. (Fundamental British Values)

- To research and discuss topical world issues, problems and events.

### Loss (Mental health and wellbeing)

- To recognise the effects of loss.
- Coping with change
- Showing emotion
- Solving problems
- Who can they talk to for advice, support and help?

### Mental health and well being

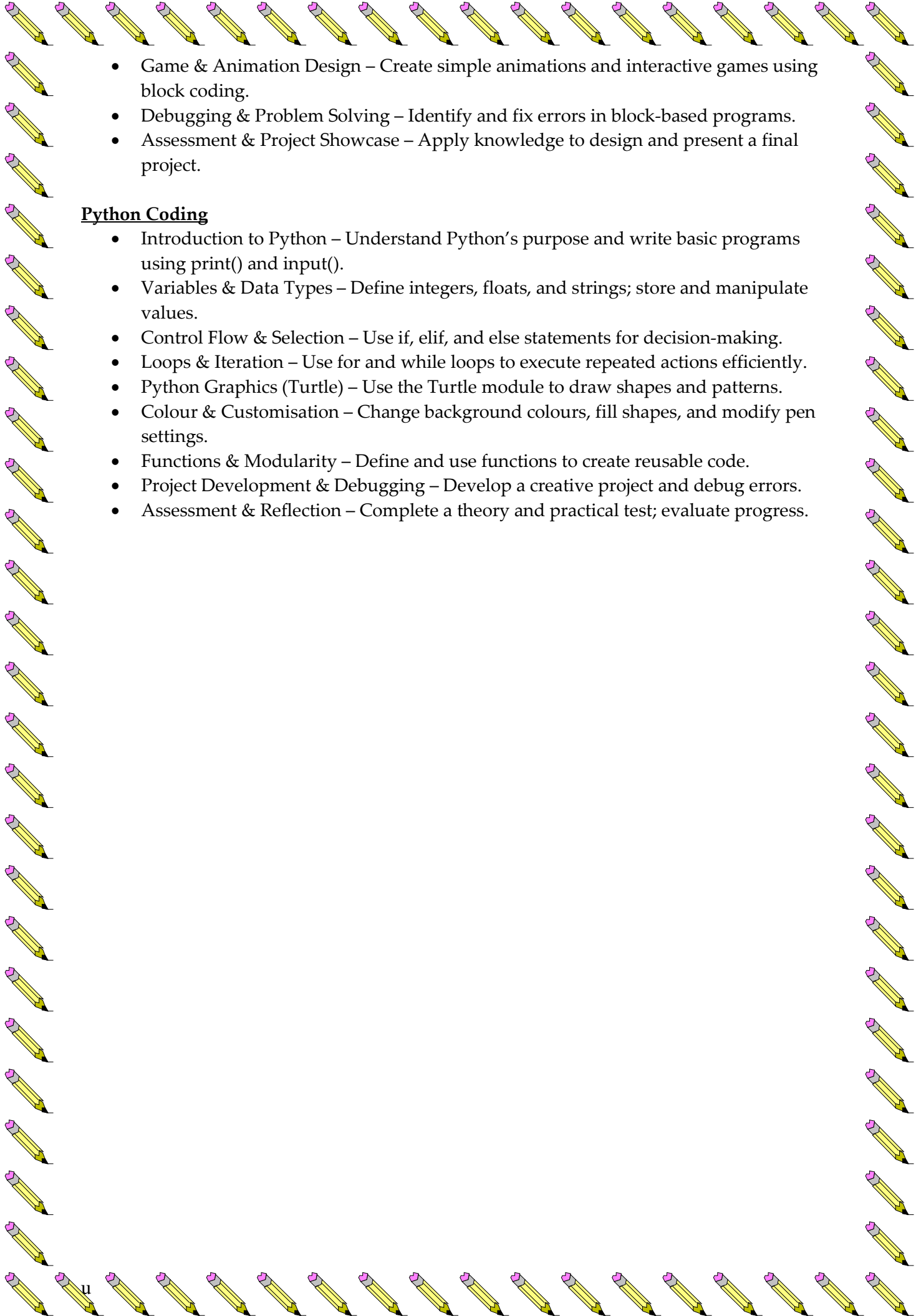
- Discussing sensitive issues
- Who can they talk to for advice, support and help?

## **COMPUTING:**

### **Block Coding**

- Introduction to Block Coding – Understand what block coding is and how it differs from text-based programming.
- Sequencing & Algorithms – Create simple algorithms by sequencing blocks correctly.
- Loops & Repetition – Use loops (repeat, forever) to repeat actions efficiently.
- Conditions & Decision Making – Use 'if' and 'if-else' statements to control program flow.
- Events & Inputs – Understand how user interactions (mouse clicks, key presses) trigger actions.
- Variables & Data Storage – Define variables and use them to store and update information.



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- Game & Animation Design – Create simple animations and interactive games using block coding.
  - Debugging & Problem Solving – Identify and fix errors in block-based programs.
  - Assessment & Project Showcase – Apply knowledge to design and present a final project.

### Python Coding

- Introduction to Python – Understand Python's purpose and write basic programs using print() and input().
- Variables & Data Types – Define integers, floats, and strings; store and manipulate values.
- Control Flow & Selection – Use if, elif, and else statements for decision-making.
- Loops & Iteration – Use for and while loops to execute repeated actions efficiently.
- Python Graphics (Turtle) – Use the Turtle module to draw shapes and patterns.
- Colour & Customisation – Change background colours, fill shapes, and modify pen settings.
- Functions & Modularity – Define and use functions to create reusable code.
- Project Development & Debugging – Develop a creative project and debug errors.
- Assessment & Reflection – Complete a theory and practical test; evaluate progress.