

Year 6 Curriculum Overview Summer Term 1 & 2

ENGLISH

- Work continues covering comprehension, writing, grammar and punctuation, vocabulary and spelling.
- A variety of plays, poems and stories are read and discussed. An in-depth study of the book 'Holes' This includes the study of plot and character with related written tasks.
- There will be a range of writing tasks to complete such as the writing of longer stories and personal recounts.
- Grammar work focuses on revising the Year 6 syllabus with a consolidation of all work done on word types, clauses and phrases and forming tenses.
- Punctuation work has a focus on the revision of more complex sentence punctuation and the use of commas, brackets and dashes.
- Preparation is made for the Year 6 Leavers' Service. There is an opportunity to source literature and to write specific material for performance.

MATHEMATICS

- Continuation of remaining topics from last term.
- Further activities will include: The Milkman's Wallet, Problem Solving, Number Puzzles and Investigations.
- Cross-curricular Theme Park design project, including budgeting, mathematical modelling and simulation, peer evaluation, team-work, communication, persuasive writing, design, informative writing and evaluation.
- Work will also be covered on Pythagoras' Theorem, Pythagorean Triples, and Problem Solving strategies.
- Design, and guide younger children in playing, maths games.

SCIENCE

Elements

- Periodic table
- Atoms, molecules & compounds
- Chemical symbols & formulae
- Symbol equations
- Chemical reactions
- Element poster – researching elements

Electricity & Forces

- Engineering – design and construct an electric motor vehicle
- Apply knowledge of electricity & forces
- Use multi-media to record designs and film racing vehicles

HISTORY

- “The Swinging Sixties” - From the Beatles, music and fashion to the World Cup.
- Music and fashion of the sixties. Individual research to write reports and prepare artwork.
- 1970's and 1980's - Margaret Thatcher, miners strikes and the Falklands conflict.
- A Century of Change. Conclusion of the topic, with a summary of events and a focus on what has changed and stayed the same.

GEOGRAPHY

Africa

- Locate countries and capital cities using a map/atlas.
- National Flags
- Understand misconceptions and investigate how Africa is represented
- Climate in Africa – interpret climate graphs
- Population – choropleth maps and evaluate distribution
- Research skills – African country – climate, population, size, location, culture, flags, human and physical features, economics, jobs, trade, tourism etc.
- Poverty, Disease and Charities
- Pupils carry out a Field Trip to the River Chess (linked to Spring Geography topic) where they are able to take measurements and investigate the river at 2 different points.

LATIN AND FRENCH

LATIN

- Learn about Roman and Greek Mythology.
- In groups: select, dramatize and perform a myth – either in assembly, or to the classroom. Class evaluation of performances.

FRENCH

- 11 masculine nouns and nine feminine nouns with the indefinite article/determiner for popular food and drinks typically offered in a French tearoom.
- Transactional language to order and pay for food and drinks.
- Phonics 4: phonemes QU – GNE – Ç – EN – AN.

PE

- Developing striking and fielding skills including aiming at moving targets, catching using a variety of techniques and in more challenging scenarios, striking balls into specific directions using different parts of their bodies and a variety of objects.
- Judging line and length and develop hand-eye coordination.
- Developing the range and consistency of skills in net games.
- To choose a range of tactics and strategies in competitive scenarios.
- To keep rules for net games, using basic principles of attack and defence.
- Make their own rules for net and wall games.

GAMES

- Focus on developing a technical understanding of running, jumping and throwing techniques.
- Working towards targets to improve skills and think about how to achieve the greatest possible speed, height or distance.
- To become more aware of the factors affecting performance, e.g. fitness and technique, and learn about training for specific purposes.
- Children are encouraged to think about the technique they use when throwing.
- To Explore how run-up and take-off affects the height/distance achieved in jumping events.
- Further running in sprints and relays.
- Continue to improve skills for fielding, throwing, catching and batting in games of Rounders and Cricket.
- Continue to identify areas in performances that require improvement and will work on improving them.
- Learn to use different tactics and strategies in small sided match situations.
- In Cricket children will have the opportunity to use a 'hard ball' and will learn the technical aspects of bowling and batting with this.
- Outdoor and adventurous activity. The children work on team building skills, resilience, extending their comfort zones, problem solving, independence and communication skills on the school residential trip to PGL. Activities include kayaking, Jacob's ladder, raft building, rock climbing, abseiling and orienteering.
- They have increased opportunities to take part in Inter House or competitive fixtures.

MUSIC

- Music Technology
- Speech Day Songs
- Songs for Leavers Service
- Study: An American in Paris/James Bond theme

DRAMA

- Work on a range of literature will form the basis of the lessons during this half of the term.
- As the term progresses the focus of the Drama for the second half of the term will be planning, writing and rehearsing material for the Year 6 Leavers' Service.

ART & DESIGN TECHNOLOGY

- 'The Artist of the term' - Andy Warhol.
- 'Putting on a performance' - In small groups the children write a short play with the intention of teaching younger year groups a moral or social lesson with a PSHEE theme. They make the characters of the play as puppets, design a poster to advertise the play and create a power point display for the backdrop. They then perform the production to the whole prep school.
- Extension work is drawing 'People in Action'.
- Common Drawing Task - Life study.

PSHE

Safety on the Internet (Personal wellbeing)

- Using text and picture messaging.
- Sharing pictures online
- Online gambling
- Where to get help or advice.

Keeping Safe (Personal wellbeing)

- Your body is your own
- Personal safety - Strategies for keeping safe
- Physical Safety - To establish an awareness of self-discipline and decision making in potentially hazardous situations
- Drugs - Differences between prescribed and non-prescribed drugs
- The hazards of smoking
- Dangers outside the home

Health and Wellbeing (Personal wellbeing and mental health)

- We are all special - How they can help friends who are influenced by peer pressure and the consequence of our actions.
- On line challenges

Growing and changing- Changing Schools (Personal wellbeing and mental health)

- Fears and expectations.

- Puberty talk – growing up and the physical and emotional changes they may experience.

Workshop with London transport (Personal wellbeing)

- Public Transport and Road Safety.

Health and Safety on the PGL activity week

- Being made aware of the equipment and activities.
- To promote amongst many things – personal wellbeing, team building, independent thinking, confidence, skills, friendships, maturity and character.

Visit to the Houses of Parliament (Fundamental British Values)

- To have a tour of the Palace of Westminster and workshop on law making.

Finance workshop

- Making money choices, spending and saving, budgeting.

First Aid

- Becoming more confident in assessing and dealing with situations which need 1st aid

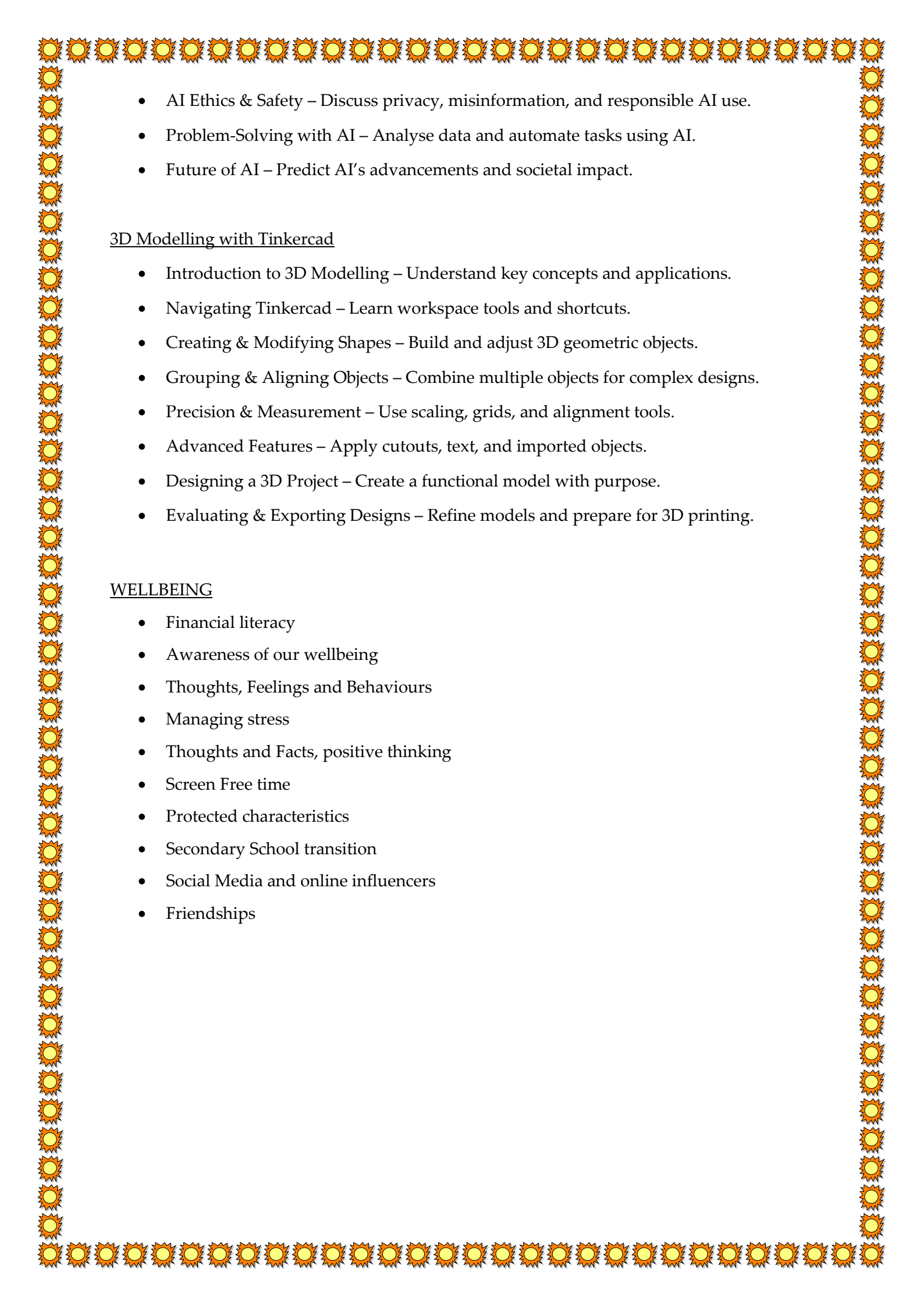
PHILOSOPHY/LIFE SKILLS

- Discussions/debates on Human Rights and protected characteristics.
- Financial Management.
- Visit from 'Money Matters' (young enterprise organisation).
- E safety.
- Visit from Perform Drama Group.
- Democracy, constitutions, Parliament, including a visit to the Houses of Parliament
- Moral Debates.

COMPUTING

Artificial Intelligence (AI)

- Understanding AI – Define AI and its real-world applications.
- AI in Industries – Explore AI in healthcare, gaming, and creative arts.
- AI Decision-Making – Recognise how AI learns and the impact of bias.
- Using AI Tools – Interact with AI applications and assess their reliability.

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- AI Ethics & Safety – Discuss privacy, misinformation, and responsible AI use.
 - Problem-Solving with AI – Analyse data and automate tasks using AI.
 - Future of AI – Predict AI's advancements and societal impact.

3D Modelling with Tinkercad

- Introduction to 3D Modelling – Understand key concepts and applications.
- Navigating Tinkercad – Learn workspace tools and shortcuts.
- Creating & Modifying Shapes – Build and adjust 3D geometric objects.
- Grouping & Aligning Objects – Combine multiple objects for complex designs.
- Precision & Measurement – Use scaling, grids, and alignment tools.
- Advanced Features – Apply cutouts, text, and imported objects.
- Designing a 3D Project – Create a functional model with purpose.
- Evaluating & Exporting Designs – Refine models and prepare for 3D printing.

WELLBEING

- Financial literacy
- Awareness of our wellbeing
- Thoughts, Feelings and Behaviours
- Managing stress
- Thoughts and Facts, positive thinking
- Screen Free time
- Protected characteristics
- Secondary School transition
- Social Media and online influencers
- Friendships