

YEAR 6 CURRICULUM MAP

		Autumn – What a Pest!	Spring – What have the Romans done for us?	Summer- Proud to be a Geordie!
Reading	Word reading	NC Appendix 1 (NC p 43)		
	Comprehension	Texts include: wide range of fiction (including fairy stories, myths and legends, modern fiction, fiction from our literary heritage and books from other cultures and traditions), poetry, plays, non fiction texts, reference books/text books (NC p 43)		
Writing	Transcription	Spelling programme (NC Appendix 1)		
	Composition	Writing focusing on audience, purpose and form (NC p 47/48)		
	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		Properties and Changes of Materials Electricity	Earth and Space	Light
		Working Scientifically – on going across the year		
Computing		Computer Science - Understand term Computer Networks. What is the internet? How does it work? What is the world wide web? How does it work?	IT - Select, use and combine software on a range of digital devices - Produce storyboard/animation about solar system. Use Video software (Photostory, imovie) to create short documentary about Moon Landings	Computer Science - Use logical reasoning to explain how some simple algorithms work. Use Flowol or Go to control an on-screen simulation. Use control box to control their DT Moonbuggy Model (Link with Geography topic)
History		The Black Death A study of social change in society since 1066	Romans	Historical links to settlements
		History skills (chronological understanding) and fieldwork- on going across the year		
Geography		Location Knowledge locate world's countries, use maps to focus on Europe and North/South America, concentrate on environmental regions, key physical and human characteristics, countries, major cities	Human and Physical Describe and understand key aspects of physical geography, including: mountains, volcanoes, earthquakes, linked to Italy. Plate Tectonics. (Link with History topic)	Geographical Skills and Fieldwork Use 8 points of a compass, 6-figure grid refs, symbols and key Observe, measure, record, present human/physical features in local area Plan and design a settlement.
		Geographical skills and fieldwork – on going across the year		
D.T.		Technological Knowledge: Design a model to help catch rats – the cause of the black death. Use range of tools, range of materials.	Food – Pizza Italian Bread Design a Pizza box	Make £5 Grow Project (Virgin Media)
Art and Design		Explore Art and artists from medieval times. Explore calligraphy and patterns and create own illuminated letters. Study the works of Leonardo Da Vinci.	Mosaics	Explore local artists Angel of the North Local architecture Arts Week
		Create sketchbooks to record observations		
Music		Charanga 'Don't Stop Believin' (Rock) Preparation for Xmas Pantomime	Charanga 'Make You Feel My Love' (Ballad)	Charanga Fresh Prince of Bel Air (Hip Hop)
		North Tyneside Music Hub - Charanga		
MFL		Unit 8 Items of clothing; Sport	Unit 8 (cont) Until Feb Unit 9 – Les sports	Unit 9 (cont) Les Sports
P.E.		Gymnastics and Netball/Hockey	Dance and Rugby/Tennis	Athletics and Cricket/Rounders
PHSE		Safety education, First aid, Emergencies, People I trust Anti-bullying education, bullying, Network of friends	Puberty Reproduction, Being a parent—roles and responsibilities, Emotional health and wellbeing, Healthy eating, Risk, Valuing myself and others, Peer pressure, Media influence	Drugs education, Peer pressure, Facts Media, Transition to secondary school Gaining support and help Accessing information
R.E.		Christianity How Christians worship—UK/world Christmas Around the World	Rites of Passage: Christianity and Hinduism Easter - Focus on Peter's denials and forgiveness through the events of Holy Week and afterwards.	Buddhism Life of Gautama Buddha: teachings and influence on Buddhist life. Buddha's teaching, stories he told, stories about him. The 4 noble truths and eight fold path. Buddhist values.
		Statutory subject in all year groups Curriculum must be based on North Tyneside Agreed Syllabus		

Additional information relating to Computing

<p>Computing</p>	<p>Computer Science - Use logical reasoning to explain how some simple algorithms work. Use Flowol or Go to control an on-screen simulation. Using a control box use this to control their DT Moonbuggy Model</p> <p>IT - Select, use and combine software on a range of digital devices - Produce a storyboard and animation about the solar system. Evaluate. Use Video software (Photostory, imovie etc) to create a short documentary about the 1969 Moon Landings</p> <p>Digital Literacy - SWGFL – Digital Citizenship Pledge (Start of year – online rules) , You’ve Won a Prize Appreciate how search results are ranked Use the TASK test so that children search for a website a planet , and can explain why they have chosen it. (Title, Author, Summary, (K)Child Friendly) SWGFL How to Cite a Site. Use this to produce an information sheet about the planet</p>	<p>Computer Science - Solve problems by decomposing them into smaller parts, Use selection. Use logical reasoning to detect and correct errors in algorithms. Create simple repeating pattern (spirograph) by using nested loops (Scratch Logo/Textease turtle), Solve problems by using loops e.g. Cargobot App, create game using loops e.g. whack a witch. Use the “Peter Packet” activity to start to understand how data flows around the world. (warning – includes reference to AIDS)</p> <p>IT - Use and combine software Use GPS/QR codes to plot a journey around the school site to make, then follow a maths trail. Search a database (eg national rail) to plan a journey</p> <p>Digital Literacy - Be discerning in evaluating digital content and conditions. SWGFL strong Passwords. Work with a class from another area of the world to produce a blog on their school day. Use Skype to discuss progress</p>	<p>Computer Science - Work with variables Create a simple game in Kodu with a basic scoring system</p> <p>IT - Combine a variety of software to accomplish given goals, analyse and evaluate data, design system. Create and use spreadsheet to calculate food miles for a meal. Create a poster/website to advertise their athletes meal along with explanatory text. Use image editing software to enhance their pictures.</p> <p>Digital Literacy - SWGFL – Picture perfect – linked to enhancing pictures of food.</p> <p>Understand the opportunities computer networks offer for collaboration Create class wiki or blog explaining the design of their healthy meal</p>
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