YEAR 6 CURRICULUM MAP

		Autumn	Spring	Summer
Theme		**Rich and Poor**	**Land of the Free**	**Earthquakes, Zones, Volcanoes**
Reading	Word Reading	NC Appendix 1 (NC p43)		
	Comprehension	Texts include: wide range of fiction (including fairy stories, myths and legends, modern fiction, fiction from our literacy heritage and books from other cultures and traditions), poetry, plays, non fiction texts and reference books/ text books (NC p43)		
Writing	Transcription	Spelling Programme (NC Appendix 1)		
	Composition	Writing focusing on audience, purpose and form (NC p47/48)		
	VGP	NC Appendix 2		
Speaking and Listening		NC Appendix 2		
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		Electricity Light	Science Revision SAT's	Evolution and Inheritance Animals including humans
Computing		**Computer Science** - use selection in programs; work with variables; use logical reasoning to explain how some simple algorithms work; **IT** - analyse & evaluate data select, use and combine software Understand the opportunities computer networks offer for collaboration **Digital Literacy** - be discerning in evaluating digital content	**IT** - use and combine software on a range of digital devices Design and create systems Digital Literacy – be discerning in evaluating digital content	**Computer Science** - solve problems by decomposing them into smaller parts; use logical reasoning to detect and correct errors in algorithms **IT** - combine a variety of software to accomplish given goals and select, use, combine software. **Digital Literacy** - appreciate how search results are ranked
History		Rich and poor through history, with present day comparisons. Study the differences in the lives of rich and poor throughout British history. Study the difference between rich and poor in some ancient civilisations. Begin by comparing the lives of rich and poor today.		
Geography			Study the continent of North America, compare and contrast with the UK, investigate capital cities, landmarks and wildlife. Compare and contrast with the UK.	Earthquakes, zones and volcanoes.
D.T.		**Mechanism** – make a moving toy for rich children and a simpler model for poorer children. Compare and contrast.	**Cooking and nutrition** Native American cooking.	**Structure** – compare how structures can withstand earthquakes.
Art and Design		**Painting & Printing** – Mixing and applying colours; Viewing frames, line tone texture William Morris wall paper; paper making. Study of the Artist Lowry.	**Textiles & Collage** : Create dreamcatchers inspired by American studies of Native American Chippewa. Collages of landscapes and cities we study.	**Printing** - fossils **Drawing** – observational drawings and develop section details.
PE		**Games** Wide Attack QCA **Gymnastics** Group Dynamics QCA	**Games** Grid Rugby and Tag Rugby Durham **Dance**	**Dance** Making the Grade QCA **Gymnastics** Assessing Level 4/5 Unit 6 Tasks 1 and 2 Durham	**Games** Zone Rounders Durham **Gymnastics**	**Athletics** Distance Challenge Durham **Games** Long and Thin or Short And Fat and Pairs Cricket	**Dance** **OAA** Beat the Clock and Electric Fence Durham
Music		**Music for the Rich and Poor through historical periods.**	Native American music. Slave music from the American Deep South.	Ukulele with Durham music teacher.
MFL		**Our World (QCA Unit 20)** Describing geographical features Describing position of features Reinforce the weather (present and future) Use the superlative Present the months	**The Café (QCA Unit 21)** Saying and understanding prices (reinforce numbers) Buying food and drink in a café	**The Past and the Present (QCA Unit 22)** Describing places Comparing past and present Saying how much or many things there are

R.E.	What do people use ritual in their lives? What do the gospels tell us about the birth of Jesus?	What is religion? What concepts do religions have in common? Why are Good Friday and Easter Day the most important days for Christians?	So, what do we now know about Christianity? (exploration through the concepts)
School Curriculum	Enterprise school Christmas Fair. Community- Caring for others, social responsibility, Macmillan coffee afternoon, Jeans for Genes, Children in Need, Shoe Box appeal. School opening. Cultural Diversity: immigration - pioneers from past and present. British values- Remembrance Spiritual and moral- Christmas. Involvement: working in secondary schools.	Science Week World Book Day Community- caring for others, social responsibility- promoting good manners and positivity: Comic Relief, Safer Internet Day, Bikeability training. Spiritual and Moral- Easter. Involvement- secondary liaison, inter and intra school sporting events, school council, after school clubs.	Arts Week Enterprise- My Money Week, school summer fair. Community – caring for others, social responsibility- promoting good manners and positivity- Cathedral Leaver's event and performance. British values- Olympics 2016. Involvement: secondary transfer, sporting events, after school clubs, Intergenerational Event.
Computing Support	Computer Science - Use selection in programs; Work with variables; Use logical reasoning to explain how some simple algorithms work; Design a racing game in Scratch/Kodu that includes a scoring system. Print out code and annotate IT - Analyse & Evaluate data Use an online Olympic database to research an athlete. Use to create Wikipedia type report. Select, use and combine software use photo editing software or pixlr to create digital pop art image. Understand the opportunities computer networks offer for collaboration Construct questionnaire in google forms about sports they play. Complete then analyze results to produce a report for governors include graphs/charts/tables Digital Literacy - Be discerning in evaluating digital content Selling Stereotypes – how images are manipulated. Privacy Rules – what information should you share Super Digital Citizen (SWGfL)	Computer Science - IT - Use and combine software on a range of digital devices. Use a device to record a non-reversible reaction and create an "encyclopedia" entry about it. Plan, Produce and Edit a short instructional video on how to bake bread. Design and create systems Create a spreadsheet model to calculate quantities for bread recipes Digital Literacy - Be discerning in evaluating digital content Talking safely online, What is cyberbullying? (SWGfL)	Computer Science - Solve problems by decomposing them into smaller parts; Use logical reasoning to detect and correct errors in algorithms Design and create a simple rainforest game in for example Kodu *e.g. planting trees v excavators* IT - Combine a variety of software to accomplish given goals and Select, use, combine software Create an animation or video about the threats to the rainforest using websites evaluated for bias. Write a news report on creating a survival structure (Print/Audio/Video) Design a website to promote understanding of rainforest Digital Literacy - Appreciate how search results are ranked find and evaluate websites for bias used to search for info on Rainforests