

Year 6 Yearly overview 2019/2020				Teacher: Laura Murphy		
	English	Maths	Science	Humanities	Art & DT	ICT
Term 1 . 1	<p><b>Introduction to different genres Non Fiction</b></p> <p><b>Features of biographies and autobiographies (4 weeks)</b></p> <p>Reading and analysing biography, autobiography and journalistic writing, then imitating the styles of writing.</p> <p><b>Play significant author: The tempest William Shakespeare (3 weeks)</b></p> <p>Prepare play scripts to be read aloud and performed, using appropriate intonation and volume so that the meaning is clear</p>	<p><b>Number and prob solving</b></p> <ul style="list-style-type: none"> <li>Reading, writing and partitioning</li> <li>Partitioning to add and subtract</li> <li>Using multiplication facts, using doubles and multiplying a 2d number by a 1d</li> </ul>	<p><b>Humans and animals</b></p> <ul style="list-style-type: none"> <li>The human body</li> <li>Major organs</li> <li>Body systems</li> <li>Locating major organs</li> <li>The nervous system</li> <li>The circulatory system</li> <li>The respiratory system</li> <li>The digestive system</li> <li>The excretory system</li> </ul>	<p><b>Geography/ Rivers</b></p> <p>To show how water moves in an endless journey in the water cycle. Introduction of basic terminology relating to rivers</p> <p>To examine the changes in a river valley from near its source to its mouth</p> <p>To identify the longest river on each continent</p> <p>To highlight links between the sites of settlements and river features</p> <p>To develop atlas skills</p> <p>To develop knowledge and understanding of the geography of the Nile, Amazon and Murray Rivers. To assess the impact of objects and materials dumped in a river.</p>	<ul style="list-style-type: none"> <li>Impressionism</li> <li>Study of Monet river Thames series</li> </ul> <p>To be informed by the work of an artist and produce work in a similar style</p> <p>To begin to investigate contrasts between shape, space, colour and absence of colour.</p>	<p><b>Introduction to computers</b></p> <ul style="list-style-type: none"> <li>Using vocabulary</li> <li>Components of a computer</li> <li>CTRL functions</li> <li>Right click functions</li> <li>Keyboard, home row /typing</li> <li>Simple word doc functions</li> </ul>
Term 1 . 2	<p><b>Fiction: Modern classics: The 13<sup>th</sup> emergency Byars</b></p> <p>Reading and analysing extracts from classic children's fiction, then planning and writing an episode in the same style.</p>	<p><b>Measure and geometry</b></p> <p>Measuring weight</p> <ul style="list-style-type: none"> <li>Telling the time and using timetables</li> <li>Area and perimeter</li> <li>Tally charts, bar charts and pictograms</li> <li>Carroll and Venn diagrams</li> </ul>	<p><b>Living things in their environment</b></p> <ul style="list-style-type: none"> <li>Humans and the environment</li> <li>Humans can have a positive impact</li> <li>What can you do?</li> <li>Feeding relationships</li> <li>Producers and consumers</li> <li>Food chains in different habitats</li> </ul>	<p><b>History/ The Vikings</b></p> <p>Explain who the Vikings were</p> <p>Recall how, why and where the Vikings travelled</p> <p>Describe how the vikings were ruled</p> <p>Recall what life was like in a Viking village</p> <p>Describe the achievements that the Vikings are known for</p>	<p><b>Viking artefacts</b></p> <p>To be sensitive to materials and create a picture which shows understanding of the materials available</p> <p>To refine and develop skills of construction</p> <p>To alter way of working based on what has been previously learned.</p> <p>To investigate independently</p>	<ul style="list-style-type: none"> <li><b>Presenting to an audience (Power point presentations)</b></li> </ul> <p>Look at features that make a good or bad presentation</p> <p>Create a presentation (linked to persuasive writing)</p> <p>Speak confidently when presenting to the class</p> <ul style="list-style-type: none"> <li></li> </ul>
Term 2 . 1	<p><b>1.Non Fiction: Arguments and debate</b></p> <p>Reading and analysing discursive, formal writing.</p> <p><b>2.Narrative poetry: The Highwayman</b></p> <p>Reading and discussing the Highwayman and producing a piece of poetry using the same style</p>	<p><b>Number and prob solving</b></p> <ul style="list-style-type: none"> <li>Decimal number, positive and negative, odd and even</li> <li>Adding and subtracting near multiples of 10</li> <li>Multiplication and dividing 2d by 1d</li> </ul>	<p><b>Material changes</b></p> <ul style="list-style-type: none"> <li>Reversible changes</li> <li>Irreversible changes</li> <li>Mixing and separating solids</li> <li>Mixing solids and water</li> <li>Investigate dissolving</li> <li>Solutions and suspensions</li> <li>Separating solids from liquids</li> <li>Mixing and separating in daily life</li> </ul>	<p><b>Geo/Mountains</b></p> <p>To examine how hills, mountains and other areas of high ground are indicated on maps</p> <p>To examine the three main ways mountains are formed</p> <p>To summarise the effects of mountains on the weather and to examine the process of weathering on rocks</p> <p>To introduce the geography of the Himalayas and the Andes Mountains.</p> <p>To examine the beneficial and adverse effects of tourism in mountain areas</p>	<p><b>Making a Mountain Diorama</b></p> <p>To select appropriate medium to work in</p> <p>To refine control of selected media compared to previous</p>	<p><b>Making games (scratch)</b></p> <ul style="list-style-type: none"> <li>Introduce main features of the program.</li> <li>Create their own game</li> </ul>
Term 2 . 2	<p><b>Fiction: Stories from other cultures</b></p> <p>Reading and analysing longer established stories, including suspense.</p>	<p><b>Measure and data handling</b></p> <ul style="list-style-type: none"> <li>Angles, position and direction</li> <li>Shapes and symmetry</li> <li>2D and 3D shapes</li> <li>Measuring length</li> <li>Telling the time (2) and using calendars</li> <li>Area and perimeter (2)</li> </ul>	<p><b>Forces and motion</b></p> <p>Measuring force</p> <p>Weigh and mass</p> <p>More about force, mass and weight</p> <p>Energy and movement</p> <p>Friction</p> <p>Air resistance</p> <p>Reducing friction</p>	<p><b>History/ The age of discovery and exploration</b></p> <p>Recall what the Golden Age means</p> <p>Explain how trade and ideas spread before the Age of Discovery and Exploration</p> <p>Analyse why there was an Age of Discovery and Exploration</p> <p>Recall some of the key voyages at this time</p>	<p><b>Mapping, sketching (animal, people, houses...)</b></p> <p>To select a suitable area of work with and reproduce carefully using observational skills.</p>	<p><b>Stop motion animations (monkey jam)</b></p> <ul style="list-style-type: none"> <li>Introducing cameras and monkey jam program</li> <li>Explore program features</li> <li>Create simple stop motion animations</li> </ul>

				Describe that life was like on a ship at this time		
T e r m 3 · 1	<p><b>Non Fiction:</b> <b>Non-chronological reports</b> Reading and analysing reports and explanations in formal and informal writing.</p> <p><b>Poems by significant poets and with language play</b> Reading and discussing a range of poetic forms and themes.</p>	<p style="text-align: center;">Special numbers</p> <ul style="list-style-type: none"> <li>• Exploring fractions</li> <li>• Fractions, decimals and mixed numbers</li> <li>• Fractions and division</li> <li>• Ratio and proportion</li> </ul>	<p><b>Electricity</b></p> <ul style="list-style-type: none"> <li>• Circuits</li> <li>• Components of a simple circuit</li> <li>• Switches</li> <li>• Circuits with more components</li> <li>• Mains electricity</li> </ul>	<p><b>Geo/ Coasts</b></p> <p>To explain how the deposition of materials carried by ocean waves can change the shape of the coastline</p> <p>To examine the formation and importance of coastal sand dunes</p> <p>To examine the effects of coastal erosion</p> <p>To review the use of the coasts as a source of food, energy and salt.</p> <p>To examine the main causes of pollution of the coast.</p>	<p>DT</p> <p><b>Electrical circuit</b> Design and produce a model of a room where they have to add a simple electrical circuit</p>	<p><b>ng and sorting data</b></p> <ul style="list-style-type: none"> <li>• Use a set of objects and create a full sorting tree</li> <li>• Designing the questions that, based upon the properties will sort the items into ever decreasing groups</li> </ul>
T e r m 3 · 2	<p><b>Fiction</b> <b>Stories from significant authors</b></p> <p>Reading and analysing stories in which time plays a significant part, including those by significant children's authors.</p>	<p style="text-align: center;"><b>Measure and geometry</b> Measuring capacity</p> <ul style="list-style-type: none"> <li>• Measuring and calculating time</li> <li>• Area and perimeter</li> <li>• Tables, bar charts, frequency tables and tree diagrams</li> <li>• Carroll and Venn diagrams (2)</li> </ul>	<p><b>Magnetism</b></p> <ul style="list-style-type: none"> <li>• Magnets in everyday life</li> <li>• Magnetic poles</li> <li>• Strength of magnets</li> <li>• Which metals are magnetic?</li> </ul>	<p><b>History/ The Tudors</b></p> <p>Explain what it was like to live in Tudor times</p> <p>Describe what a Tudor town looked like</p> <p>Recall why and where the Tudors began to explore and trade</p> <p>Explain how England changed in Tudor times</p>	<p><b>Royal Tudor portraits</b></p> <p>To learnt about portraits during Tudor times</p> <p>To Examine portraits from different artists</p> <p>To produce a portrait on the same style</p>	<p><b>Giving instructions (beebot)</b></p> <ul style="list-style-type: none"> <li>• Introducing instruction and programming</li> <li>• Using instructional and programming language</li> </ul>