



Year 6 Whole Year Curriculum Overview

	Advent				Lent			Pentecost	
	Eye of the wolf	Powerful Language & Kingswood	Mission: Save Pompeii	Amazing Inventions	Blood & Organ donation debate	Leon and the place in between	Reading Revision (SATs)	Windrush Child	Leaver's Mass & Year 7 Transition
Science	<p>Evolution and inheritance Children will learn about variation and adaptation. They will be able to explore how Charles Darwin developed the theory of evolution. They will examine the scientific evidence from plants and animals that has been gathered to support the theory of evolution.</p>			<p>Electricity Children will learn to represent circuits using symbols in a diagram. They will learn about two of the most important scientific inventors in the field of electricity – Thomas Edison and Nikola Tesla. Children will conduct their own investigation too!</p>	<p>Animals including humans This unit teaches the importance of diet, exercise and lifestyle in the way that bodies function. In this unit, they learn about the three main parts of the circulatory system and the job of the heart. They also learn about what blood is comprised of and how it is transported around the body. Children carry out an investigation to explore how heart rate is affected by exercise</p>		<p>Light Children will learn about light, how we see, shadows, reflection and refraction. They will work scientifically and collaboratively to investigate refraction, carrying out some fascinating experiments into the effects of bending light. Finally, they will learn about Isaac Newton and his theory of light and colour.</p>		<p>Living things and their habitats Children will learn about the classification of living things, including micro-organism.. They will extend their learning to find out about the standard system of classification first developed by Carl Linnaeus, choosing an animal and researching its classification. They will learn about micro-organisms, and conduct an investigation into the growth of mould on bread.</p>

History			The Roman Empire and its impact on Britain. The legacy of Roman culture (art, architecture or literature) on later periods in British history, including the present day.	A study of British history post 1066 A significant turning point in history: the first railways	A study of British history post 1066 Changes of medicine in history and the impact of key discoveries.			A study of British history post 1066 Changes in an aspect of recent social history: The Windrush generation and immigration in Britain	A local history Study Study of an aspect of History significant to the locality (Leicester as a multi-cultural city.
Computing	Coding Online Safety Spreadsheets			Blogging Text Adventures			Networks Quizzing		
Design and Technology	Digital world: Designing and Making a more Complex Program To design a playable game with a timer and a score. To plan and use selection and variables. To understand how the launch command works.	Kingswood Residential: Scrapheap challenge. Buggy Building.		Electrical systems: Steady hand game Understand what is meant by fit for purpose design and form follows function. Design and develop a steady hand game using a series circuit, including housing and backboard.		Structure: Playgrounds Research existing playground equipment and their different forms, before designing and developing a range of apparatus to meet a list of specified design criteria.			Food: Come dine with me Develop a three-course menu focused on three key ingredients, as part of a paired challenge to develop the best class recipes. Explore each key ingredient's farm to fork process.

<p>Geography</p>	<p>Geographical skills Using maps and atlases, globes and digital maps Human and physical Features Biomes and Vegetation belts, climate zones, mountains, Human geography – economic activity, distribution of natural resources- energy, food, minerals and water</p>	<p>Geographical skills and fieldwork Use fieldwork to observe, measure and record the human and physical features in the local area using methods such as sketch maps, plans graphs and digital technologies. Locational knowledge Topographical features – settlement and land use patterns / how aspects have changed over time</p>	<p>Human and physical geography Describe and understand key aspects of volcanoes</p>					<p>Place Knowledge Geographical similarities and differences in human and physical geography between the midlands UK and the Caribbean.</p>	
<p>Art/Design</p>	<p>Still Life Creating a variety of pieces influenced by different artists and using a range of mediums. Using charcoal, erasers and paint to depict a chosen composition of special objects</p>	<p>Art and Design Skills Developing design, drawing, craft, painting in an impressionist style and exploring the work of Edward Hopper.</p>	<p>Sculpture and 3D: Making Volcanoes. Understand the design process to create a prototype which develops from ideas, working as part of a</p>					<p>Photography Through developing their photography skills, children cover useful artistic concepts in a new context, looking at: composition, colour, light, abstract</p>	

	before constructing a memory of the Wolf.		team to create a model of a volcano. Reviewing, evaluating and modifying design ideas.					images and underlying messages.	
MFL Year 1 for all KS2 children	Topic 1 China and Chinese Topic 2 Saying hello Topic 3 Introductions and questions			Topic 4 Parts of the body Topic 5 Numbers and age			Topic 6 Numbers 11-99 and measure words Topic 7 Family		
Music	Theme and variations Perform rhythms confidently either on their own or in a group. Identify the sounds of different instruments and discuss what they sound like. Make reasonable suggestions for which instruments can be matched to which pieces of art. Keep the pulse with the body percussion section and sing	Baroque music Take part in a vocal improvisation task based on Baroque recitative. Compose a ground bass melodic ostinato. Notate a ground bass pattern using staff notation. Name some well-known Baroque composers and describe what musical features	Songs of World War 2 Use musical and comparative language in discussion. Follow the melody line. Follow the scores with a good sense of timing, showing that they understand which section of pitch they are			Dynamics, pitch and texture (Fingal's Cave) Engage in discussion about the sounds of an orchestral piece. Take the role of conductor or follow a conductor. Create a graphic score to represent sounds. Follow the conductor to show changes in pitch,		Film Music Identify how different styles of music contribute to the feel of a film. Use the terms 'major' and 'minor'. Identify different instruments to describe how music evokes different emotions. Identify pitch, tempo and dynamics, and use these to explain and justify their answers. Use their body, voice and	Composing and Performing a Leaver's song To know that a chord progression is a sequence of chords that repeats throughout a song. To know that a melody can be adapted by changing its dynamics, pitch or tempo. To know that chord progressions are represented in music by Roman numerals.

	with control and confidence. Showcase creativity in the finished product.	they were known for. Perform a fugue.	singing. Sing the correct words at the correct time. Recall the counter-melody line.			dynamics and texture		instruments to create sounds to represent a given theme. Create sounds that relate to the scene of a film.	
PE	Tag-Rugby Netball SAQ / Circuits* includes units on how to keep physically healthy! Dance			Gymnastics Basketball Athletics Dodgeball			Athletics Football Cricket Rounders		
PHSE/RSE Financial Education Aim Higher First Aid British Values Eco	Healthy Living University visit and inspirational speakers Global Citizens Global warming			Self-talk Physical Contact (Text: I Go Quiet) One-hour first aid taster sessions include: Communication and casualty care, making a clear and efficient call to the emergency services and CPR Energy			Girls' Bodies, Boys' Bodies, Spots and Sleep Making babies Menstruation Biodiversity In our hands		