

Clockhouse Primary School
Year 6 Curriculum Overview



TERM	AUTUMN TERM		SPRING TERM		SUMMER TERM	
THEME	<i>Journey across the Bifrost</i>		<i>Lest We Forget</i>		<i>We're the Kids in America</i>	
QUESTION / SCENARIO	<i>How has the culture of Britain changed over time?</i>		<i>What was it really like during WWII? How did it affect Havering?</i>		<i>What skills are needed to survive in different environments?</i>	
STUNNING STARTER	Cooking: Honey, oat and spiced cakes. These were made by Anglo Saxon Farmers used these as party food and used spice on special occasions. - Children to design and create a Viking long boat made from card, cereal boxes and other junk materials. - Create a Viking shield or helmet with papier – Mache		-Design and build an Anderson shelter that would provide shelter during a raid. Children to boarder up their classrooms as if they were in the Blitz.		America Day – Children are to be transported to America for the day. They could come dressed in American clothes and will take part in various activities throughout the day. Examples: Geography – 50 states puzzle. Food Technology – Make American style Pancakes/ Milkshakes. Music – Learn the National Anthem. Science/ Geography – Look at tornado ally (Oklahoma) and create tornados. https://www.youtube.com/watch?v=cU7jUx5Mvx0	
MARVELLOUS MIDDLE	Viking Day – Portales to the past. Portals to the past will come and visit the school. Children will be invited to dress up as Vikings and will be immersed into the Viking world.		School Trip – The Royal Gun Powder Mills. Children to go on this trip to start the topic off. They will be immersed into a WW2 scene and will meet various characters along the way to introduce various topics such as women at war, evacuees, rationing and bomb shelters. -Create propaganda posters to recruit new people and to encourage rationing and give warnings to the British public.		Day of the Dead – Children could research the festival and create ofrendas, or sugar skull masks. Food taste – Pan de muerto. Children could also watch Coco to inspire them.	
FABULOUS FINISH	- Invading and looting game. Class to divide into two teams Vikings Vs Angelo Saxons (you may want more settlers than Vikings). The settlers must guard their treasured items and avoid being tagged from the Vikings as this would mean they would be captured and would need to be saved. Aim is for the Vikings to loot the settler's town and steal the treasure.		School Trip – Docklands Museum Connie's Life during the war workshop.		Children to work in pairs throughout the year group and are given a state. They will then research the state and create a table to display all that they have learnt. This could be: Location, Landmarks, Food/ drink tasting, interactive quiz for people to take, fact files, traditions of the state etc.	
POSSIBLE VISITS / VISITORS	Portals to the past – Viking Day		A visit to the Gunpowder Mills in Waltham Abbey, Docklands Museum, London		Southend Adventure Island, Isle of Wight, Junior Citizen, NHS Careers Fayre, Sikh visitors – weddings / Gurdwaras	
ENGLISH	Core text The Lost Thing by Shaun Tan	Core text Beowulf by Michael Morpurgo	Core text Rose Blanche by Ian McEwan	Core text Holes by Louis Sacher	Core text The Applause	Core text King Lear By William Shakespeare
	<u>Genres Covered:</u> Recount Diary Entry Narrative Internal monologue	<u>Genres Covered:</u> Information text Journalistic Information text Biography	<u>Genres Covered:</u> Description Setting Narrative Alternative ending	<u>Genres Covered:</u> Description Character Information text	<u>Genres Covered:</u> Instructions How to guide Recount The Applause	<u>Genres Covered:</u> Information text Journalistic – gossip column Information text

	Own version in style of author	Poetry Narrative	Letter Switching formalities	Non-chronoloigcal report – Yellow spotted Lizard Narrative Flashback		Non-chronological report – William Shakespeare Poetry Performance
MATHS (on-going skills)	Read, write, order and compare numbers up to 10 000 000 and determine the value of each digit Round any whole number to a required degree of accuracy Use negative numbers in context, and calculate intervals across zero Multiply multi-digit numbers up to 4 digits by a two-digit whole number using the formal written method of long multiplication Divide numbers up to 4 digits by a two-digit whole number using the formal written method of long division, and interpret remainders as whole number remainders, fractions, or by rounding, as appropriate for the context Divide numbers up to 4 digits by a two-digit number using the formal written method of short division where appropriate, interpreting remainders according to the context Perform mental calculations, including with mixed operations and large numbers Identify the value of each digit in numbers given to three decimal places and multiply and divide numbers by 10, 100 and 1000 giving answers up to three decimal places Recall and use equivalences between simple fractions, decimals and percentages, including in different contexts.					
MATHS (cross curricular links)	Place value Read, write, order and compare numbers up to 10 000 000 and determine the value of each digit Round any whole number to a required degree of accuracy Use negative numbers in context, and calculate intervals across zero Solve number and practical problems that involve all of the above. Addition, subtraction, multiplication and division Multiply multi-digit numbers up to 4 digits by a two-digit whole number using the formal written method of long multiplication Divide numbers up to 4 digits by a two-digit whole number using the formal written method of long division, and interpret remainders as whole number remainders, fractions, or by rounding, as appropriate for the context Divide numbers up to 4 digits by a two-digit number using the formal written method of short division where appropriate, interpreting remainders according to the context Perform mental calculations, including with mixed operations and large numbers Identify common factors, common multiples and prime numbers Use their knowledge of order of operations to carry out calculations involving the four operations	Number- fractions Multiply one-digit numbers with up to two decimal places by whole numbers Use written division methods in cases where the answer has up to two decimal places Solve problems which require answers to be rounded to specified degrees of accuracy Geometry- properties of shape Draw 2-D shapes using given dimensions and angles Recognise, describe and build 3D shapes, including making nets Compare and classify geometric shapes based on their properties and sizes and find unknown angles in any triangles, quadrilaterals, and regular polygons Illustrate and name parts of circles, including radius, diameter and circumference and know that the diameter is twice the radius Recognise angles where they meet at a point, are on a straight line, or are vertically opposite, and find missing angles. Measurement Recognise that shapes with the same areas can have different perimeters and vice versa Recognise when it is possible to use formulae for area and volume of shapes Calculate the area of parallelograms and triangles	Algebra Use simple formulae Generate and describe linear number sequences Express missing number problems algebraically Find pairs of numbers that satisfy an equation with two unknowns Enumerate possibilities of combinations of two variables Number- fractions Use common factors to simplify fractions; use common multiples to express fractions in the same denomination Compare and order fractions, including fractions > 1 Add and subtract fractions with different denominators and mixed numbers, using the concept of equivalent fractions Multiply simple pairs of proper fractions, writing the answer in its simplest form [for example, 1/4 × 1/2 = 1/8] Divide proper fractions by whole numbers [for example, 1/3 ÷ 2 = 1/6] Associate a fraction with division and calculate decimal fraction equivalents [for example, 0.375] for a simple fraction [for example, 3/8] Solve problems involving the calculation and conversion of units of measure, using decimal notation up to three decimal places where appropriate			

Solve addition and subtraction multi-step problems in contexts, deciding which operations and method to use and why Solve problems involving addition, subtraction, multiplication and division. Use estimation to check answers to calculations and determine, in the context of a problem, an appropriate degree of accuracy Number- fractions Use common factors to simplify fractions; use common multiples to express fractions in the same denomination Compare and order fractions, including fractions > 1 Add and subtract fractions with different denominators and mixed numbers, using the concept of equivalent fractions Multiply simple pairs of proper fractions, writing the answer in its simplest form [for example, $\frac{1}{4} \times \frac{1}{2} = \frac{1}{8}$] Divide proper fractions by whole numbers [for example, $\frac{1}{3} \div 2 = \frac{1}{6}$] Associate a fraction with division and calculate decimal fraction equivalents [for example, 0.375] for a simple fraction [for example, $\frac{3}{8}$] Recall and use equivalences between simple fractions, decimals and percentages, including in different contexts. Identify the value of each digit in numbers given to three decimal places and multiply and divide numbers by 10, 100 and 1000 giving answers up to three decimal places Measurement Solve problems involving the calculation and conversion of units of measure, using decimal notation up to three decimal places where appropriate Use, read, write and convert between standard units, converting measurements of length, mass, volume and time from a smaller unit of measure to a larger unit, and vice versa, using decimal notation to up to three decimal places Convert between miles and kilometres Problem Solving Task: Investigation Always, Sometimes, Never! Prove it, Show it!	Calculate, estimate and compare volume of cubes and cuboids using standard units, including cubic centimetres (cm³) and cubic metres (m³), and extending to other units [for example, mm³ and km³]. Geometry- position and direction Describe positions on the full coordinate grid (all four quadrants) Draw and translate simple shapes on the coordinate plane, and reflect them in the axes. Statistics Interpret and construct pie charts and line graphs and use these to solve problems Calculate and interpret the mean as an average. Ratio and proportion Solve problems involving the relative sizes of two quantities where missing values can be found by using integer multiplication and division facts Solve problems involving the calculation of percentages [for example, of measures, and such as 15% of 360] and the use of percentages for comparison Solve problems involving similar shapes where the scale factor is known or can be found Solve problems involving unequal sharing and grouping using knowledge of fractions and multiples. Problem Solving Task: Shape & Measure Property chart	Measurement Use, read, write and convert between standard units, converting measurements of length, mass, volume and time from a smaller unit of measure to a larger unit, and vice versa, using decimal notation to up to three decimal places Convert between miles and kilometres Measurement Calculate, estimate and compare volume of cubes and cuboids using standard units, including cubic centimetres (cm³) and cubic metres (m³), and extending to other units [for example, mm³ and km³]. Maths week Transition Practise of x tables for fluent recall (up to 12 x 12 and application of these skills) Read and interpret timetables Real life/enterprise style maths- Budgeting and planning of Leavers Fest Problem Solving Task: Open Ended Magic Squares
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SCIENCE	Electricity To associate the brightness of a lamp or the volume of a buzzer with the number and voltage of cells used in the circuit. To compare and give reasons for variations in how components function, including the brightness of bulbs, the loudness of buzzers and the on/off position of switches. To use recognised symbols when representing a simple circuit in a diagram.	Animals including humans To identify and name the main parts of the human circulatory system, and describe the functions of the heart, blood vessels and blood. To recognise the impact of diet, exercise, drugs and lifestyle on the way their bodies function. To describe the ways in which nutrients and water are transported within animals, including humans.	Light To recognise that light appears to travel in straight lines. To use the idea that light travels in straight lines to explain that objects are seen because they give out or reflect light into the eye. To explain that we see things because light travels from light sources to our eyes or from light sources to objects and then to our eyes. To use the idea that light travels in straight lines to explain why shadows have the same shape as the objects that cast them.	Living things and their Habitats To describe how living things are classified into broad groups according to common observable characteristics and based on similarities and differences, including microorganisms, plants and animals. To give reasons for classifying plants and animals based on specific characteristics.	Evolution and inheritance To recognise that living things have changed over time and that fossils provide information about living things that inhabited the Earth millions of years ago. To recognise that living things produce offspring of the same kind, but normally offspring vary and are not identical to their parents. To identify how animals and plants are adapted to suit their environment in different ways and that adaptation may lead to evolution.
COMPUTING	Coding: More Complex Variables Online Safety To find similarities and differences between bullying and cyberbullying. To identify effective strategies to deal with cyberbullying.	Data and Information: Introduction to Spreadsheets Online Safety To think about the impact and consequences of sharing online	Creating Media: Web Page creation Online Safety To identify how the media play a powerful role in shaping ideas about girls and boys To describe issues online that give us negative feelings and know ways to get help	Coding: Object Properties Online Safety To know how to create a positive online reputation	Skills Showcase: Inventing a Product Online Safety To be aware of strategies to help be protected online
HISTORY	Journey across the Bifrost Studying the Anglo Saxon period of British history, discovering whether the Vikings were raiders or traders and looking at what life was like for the celts.		Lest We Forget A local study of the impact WW2 had on Havering and London.	The Salem witch Trials Looking at the historical beliefs of the time period and the consequences this had that are still remembered today.	
GEOGRAPHY	Anglo-Saxon England Looking at the geography of England during this period and looking at modern day maps to link the origin of place names to the Vikings and Anglo Saxons.		Lest We Forget Comparing historical and modern day maps through the study of WW2.	We're the Kids in America Looking at the trade and agriculture of Northern America, discovering the impact different climates have on life there and the physical features found in different areas.	
ART AND DESIGN	Drawing / Painting / Sculpting: Painter: Margaret Keane Focus: Eyes – Dragon eyes.		Drawing / Painting: Skill: Drawing people in proportion - Propaganda Posters	Drawing / Sculpture: Sculpture: Saulo Moreno Focus: Creating Dia Des Los Muertos Sculptures	

			Digital Media Painter: John Singer Sargent Focus: Recreating famous portraits			
DESIGN AND TECHNOLOGY	Mechanisms Fairground		Structures Bird houses		Textiles Bags	
RELIGIOUS EDUCATION	2.14 What do religions say to use when life gets hard?		2.16 What will make our city/town a more respectful place?	2.15 Why do people make vows and commitments to one another?	2.20 What does it mean to be a Sikh?	
PHYSICAL EDUCATION	<u>Autumn 1</u> Invasion: Tag Rugby Invasion: Handball 1 week swimming <u>Autumn 2</u> Dance Invasion :Basketball		<u>Spring 1</u> Gymnasrtics Net and Wall: Volleyball <u>Spring 2</u> Target Game: Golf Dance		<u>Summer 1</u> Science: Fitness Striking and Fielding: Rounders <u>Summer 2</u> Athletics Net and Wall: Tennis	
MUSIC	<u>Sing Up</u> Hey Mr Miller (Listening / Singing / Playing /Composing) <i>Christmas Songs</i> (Singing)		<u>Sing Up</u> Dona Nobis Pacem (Listening / Singing / Playing /Composing)		<u>Sing Up</u> Ame sau vala tara bal (Listening / Singing / Analysing) <i>Production Songs</i> (Singing)	
PSHE	Living in the Wider World: Valuing Diversity Character Education Lesson- Community	Relationships: Recognising and Managing Pressure Health and Wellbeing: What affects Mental Health? Character Education Lesson- Resilience	Living in the Wider World: Influences and Attitudes to Money Character Education Lesson- Values	Living in the Wider World: Evaluating Media Sources Character Education Lesson-Teamwork	Health and Wellbeing: Human Reproduction and birth Relationships: Attraction to Others Character Education Lesson- Self-Awareness	Health and Wellbeing: Managing Transition Character Education Lesson- Integrity
LIFE SKILLS	To learn how to create a budget for saving money.		To be able to tie a tie		To know basic first aid.	
PRIMARY LANGUAGES	<u>Unit 19 – Notre ecole (Our school)</u> Places in our school Tour of our school	<u>Unit 20 – Notre monde (The world about us)</u> Crossing continents Weather in Africa	<u>Unit 21 – Le passe et le present (Then and now)</u> Places in a town Spot the difference	<u>Unit 22 – Ici et la (Out and about)</u> Theme park rides Higher numbers up to 100	<u>Unit 23 – Monter un café (Creating a café)</u> Café conundrum The ‘Waiter’s Song’	<u>Unit 24 – Quoi de neuf? (What’s in the news)</u> News hounds News games

	Activities around school Everyday routines and school subjects Describing people Playing detectives	Animals at home Landscapes Comparing places	Unpack your suitcase! Describing someone's clothes Welcome to the past	My favourite film What shall we watch? What do you want to do? Planning a day out	What's on the menu? Making a milkshake Café theatre	What's on TV? Headline news We are journalists!
HOME RESEARCH PROJECTS	Research and create Viking Runes. Create one for your class to solve – can they decipher what you have written? If they didn't have paper, what could they have written it on? Can you be as creative?	Build your own Anderson Raid Shelter		Create a report/slideshow on a famous landmark in America		
	 Research about Viking longboats,, then design and create a model that can float  Design a Viking theme board game  Create a timeline of key events in Viking or Anglo-Saxon history or look at one event in particular and present the information how you feel it works best.	 Research about WW2 food and recipes and create your own World War Two recipe book. Take some photos of any of the food you create! Imagine you were in world war two and you created a scrap book of your time during the world – it could be as a child, soldier, man or woman. What would be in it? Research about their life and create a scrapbook detailing this.		 Research about the importance of the American flag and using your textiles learning create your own flag using material and your sewing skills! Learn about a key event in American History or about Native Americans. Present this information as you wish but make sure you include a diary entry from a person that was there (you could write one yourself to show your knowledge about the event). Examples are Chicago Fire, San Francisco Earthquake, Independence Day, Titanic.		

Note where specific objectives are not referenced above, refer to the National Curriculum or related documents