Curriculum Overview - Year 6 - 2020/2021

ST. CLARES
COALVILLE

I	1		<u></u>			WILES
	Advent Term		<u>Lent</u>	<u>Lent Term</u>		ost Term
	Am I related to a monkey?	"Put that light out!" - How did	Man or Machine – What makes us	Would you rather be a Saxon or a	Can a 'spark' change the world?	I'm a Y6 get me out of here!
	(7 weeks)	life on the home front change during the Battle of Britain and the Blitz? (8 weeks)	human? (6 weeks)	Viking? (5 weeks)	(7 weeks)	(5 weeks)
Driver Subject	Science – Evolution and Inheritance.	History- WW2 (significant event post 1066)	Science- Animals including humans.	History	Science / Geography	Geography.
Catch- up curriculum.		RSE cover Y5 science objectives.	Y5 Animals including humans science objectives.	Y5 Anglo Saxon objectives.	Y5 Geography objectives	Y5 Properties of materials objectives-discrete two day project.
Key Texts	Skellig- David Almond When Whales Walked. (non- fiction / non- chronological reports)	Whistling in the dark- Shirley Hughs. The Lion and the Unicorn- Shirley Hughs (Picture book/ short story) Speeches Ration Adverts.	Clockwork- Phillip Pullman *Link to Iron Man in Y5*	Norse Myths: Tales of Odin, Thor and Loki (Illustrated short stories).	The fastest boy in the world- Elizabeth Laird. My Shadow- Robert Louis Stephenson (poem)	Holes- Louis Sachar (link to deserts and mountains)

English	 Diary writing / journal writing. (2 weeks) Non chronological reports. (Labelling diagrams.) (2 weeks) Information posters. (2 weeks) 	 Speech writing. (2 weeks) Poetry. (2 weeks) Letter writing (2 weeks) Instructions (linked to D&T ration recipes.) (1 week) 	 Narrative / Suspense writing. (2 weeks) Newspaper articles. (2 weeks) Explanation texts. (2 weeks) 	 Descriptive writing in narratives (linked to Viking Gods) (1 week) Narrative-norse legends/myths. (2 weeks) Advertising campaign to sell their long boats to Vikings (link to D&T) (persuasive adverts & radio scripts). (2 week) Alfred the Greatbiography. (done through topic) 	 Poetry. (2 weeks) Instructions. (2 weeks) Balanced arguments. (3 weeks) 	Y6 'survival guide' — informal non-chronological report. (2 weeks) Play scripts (end of year assembly?) (2 weeks)
Maths (following WR scheme)	Place Value (2 weeks) 4 operations (4 weeks) Position and direction (1 week)	Fractions (4 weeks) Decimals (2 weeks) Percentages (2 weeks)	Converting units (1 week) Perimeter/ Area/ Volume (2 weeks) Algebra (2 weeks) Ratio (1 week)	Ratio continued (1 week) Properties of shape (2 weeks) Statistics (2 weeks)	SATs revision. Investigation and problem solving.	Investigation and problem solving. Maths in real life.
Science	Evolution & Living Things. (4 weeks)	Living Things & Habitats. (2 weeks)	Animals including humans. (3 weeks)		Electricity (2 weeks)	Light (2 weeks)

History	Significant Figures	A study post 1066		The Viking and	Shang Dynasty	Local history
	 Charles Darwin 	that had a		Anglo-Saxon		study- Lady Jane
	and Alfred	significant turning		struggle for	(1 week- removed	Grey.
	Wallace.	point.		England to the time	after 2021/2022	
	(1 week)	Battle of		of Edward the	cohort as covered	(1 week- removed
		Britain.		Confessor.	in Y4)	after 2020/2021 as
		The Blitz				covered in Y5)
		• Life of an		(3 weeks + 2		
		Evacuee.		lessons on Alfred		
		 Rationing. 		the Great		
		 Home efforts. 		biography		
		(3 weeks)		extended write)		
Geography		Mapping skills-			Compare	Orienteering map
		routes of the			developed and	skills.
		planes.			underdeveloped.	6 figure map
					Time Zones.	references.
		(1 week)				Deserts and
					(2 weeks)	Mountains.
						(3 weeks)
Art	Clay Fossils.	Blitz silhouette	Sketching human	Collage	Landscapes – Van	
	(1 week)	paintings.	forms.	lluminated letters-	Gogh and Georgia	
		(1 week)	(1 week)	collage, texture.	O'Keeffe	
			Surrealism	(1 week)	(1 week)	
		Propaganda	collage- human			
		posters	and robot mash			
		(1 week)	ups.			
			(1 week)			
D&T		Anderson shelters		Viking long boats	To design and	
		(structures)		(structures and	build a circuit with	
		WW2 recipes on		product design).	components to	
		rations.			run a paper city.	
					(eg bulb, motors,	
					buzzer etc)	