

Year 6 Curriculum - Autumn

<p>English <u>Autumn 1 - The Lost Book of Adventure</u></p> <p>Fiction - Survival Narrative Describe a dangerous setting with a difficult decision to make to survive a harsh landscape.</p> <p>Non-fiction -Survival Guide Write a guide using imperative language to instruct and inform on how to survive in the wild.</p> <p><u>Autumn 2 - King Kong</u></p> <p>Fiction - Dilemma Narrative Writing a story with two characters, who have opposing views on whether to capture or free a giant beast.</p> <p>Non-fiction - Balanced Argument Presenting a balanced argument as to whether animals should be kept in captivity using Denham's treatment of Kong in our vehicle text as a hook.</p> <p><u>Guided Reading</u></p> <ul style="list-style-type: none"> - Weekly whole class and small group guided reading. - Comprehension skills, such as retrieval and inference. <p><u>SPaG</u></p> <ul style="list-style-type: none"> - SPaG is taught within each English lesson in addition to stand alone lessons. We focus on more complex punctuation and sentence structures. We have a separate handwriting and spelling lessons each week. 	<p>Maths <u>Autumn 1</u></p> <ul style="list-style-type: none"> - Place value - numbers to 10, 000,000 - The four operations (formal methods) - Short and long division - Primes to 100 - Square and cubed numbers - Fractions – Equivalence and comparison <p><u>Autumn 2</u></p> <ul style="list-style-type: none"> - Add and subtract simple fractions and mixed numbers - Multiply and divide fractions, finding fractions of an amount - Units of length – converting from one unit to another <p>Problem solving and reasoning tasks throughout all units.</p>	<p>Science – Light & Electricity</p> <ul style="list-style-type: none"> - history and nature of light and colour theory - investigate what components make up white light - light spectrum - wavelengths of different colours of light. - Understanding and drawing detailed circuit diagrams using correct symbols - Understanding how voltage effects a circuit <p>Practical investigations</p> <ul style="list-style-type: none"> - creating tools such as periscopes - colour filters and shadow puppets - explore how light can be manipulated to serve a purpose in today's society 	<p>Computing – Coding</p> <ul style="list-style-type: none"> - designing and creating complex programs - Using functions to modify outcomes within games - Using flowcharts to test and debug programs - Using input variables to allow users to input text - Designing text-based adventure games 	<p>French -</p> <p><u>'Everyday Life'</u></p> <ul style="list-style-type: none"> - vocabulary for 'All About Me', daily routines and time - numbers 0-60 - Present tense verbs 1st and 2nd person - practise oral skills - asking and answering questions - mini conversations <p><u>'Homes and Houses'</u></p> <ul style="list-style-type: none"> - vocabulary for nouns and adjectives to describe rooms and objects in the home - Prepositions - practise oral skills - asking and answering questions - mini conversations 	<p>Art & Design Technology</p> <p><u>DT– Digital World / Navigating the World</u></p> <ul style="list-style-type: none"> - investigating local photographers - Sketching - creating a still life - traditional types of art work - composition of photographs and still life collections - photograph different areas of the school - practise sketching skills - experimenting with style, colours and creating their interpretations of images <p><u>Art – Drawing: Making my voice heard</u></p> <ul style="list-style-type: none"> - Experimental mark making - Symbolic imagery - Chiaroscuro - Street art - Powerful imagery
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<p><u>Geography – Why does Population Change?</u></p> <ul style="list-style-type: none"> - How is the global population changing? - What are birth and death rates? - Why do people migrate? - How is climate change impacting the population? - Data collection and looking at the findings for environmental impact 	<p><u>History – What can the census tell us about our local area?</u></p> <ul style="list-style-type: none"> - What is the census? - What can it tell us about Victorian children? - Jobs in the 1800s - Why some won=men refused to fill out the 1911 census - What change in the 1921 census - Who lived in our local area 	<p><u>Music – Film and Gaming Music</u></p> <ul style="list-style-type: none"> - listening, researching and presenting skills - Focus on incidental music in films/games - prepare a two minute piece for a silent animation <p><u>American Composers</u></p> <ul style="list-style-type: none"> - research and compare different American composers - focus on reading formal music notation on the staff - composing and recording own music 	<p><u>RE – What can be done to reduce racism? Can religion help?</u></p> <ul style="list-style-type: none"> - discuss, interview and research different areas <p><u>What matters most to Christians and Humanists?</u></p> <ul style="list-style-type: none"> - discuss, compare and research different areas 	<p><u>PE – games</u></p> <ul style="list-style-type: none"> - kicking - throwing - manoeuvring - communication 	<p><u>RSE – Kapow</u></p> <ul style="list-style-type: none"> - Families and relationships - Health and wellbeing
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