



Year 6 Curriculum Map



SUBJECT	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Maths	Calculating using knowledge of structures (1) Multiples of 1,000	Numbers up to 10,000,000 (PV of up to 1,000,000 inc rounding Y5 PoS) Draw, compose and decompose shapes (Y5 & Y6 PoS)	Multiplication and division Order of operations Fractions and percentages	Ratio and proportion Area, perimeter, position and direction	Calculating using knowledge of structures (2) Revision for SATs	Solving problems with two unknowns Mean average Statistics (PoS)
English Writing	Narrative Biography Informal Letter	Narrative Persuasive Poetry	Information Leaflet Narrative Newspaper	Formal Letter Diary Entry/Recount Non-chronological report	SATS Narrative	Blog Memoirs (Recount)
Learn Together	Revolution History: Victorian Period in the Black Country A local history study, focusing upon the impact the Victorian Period and the Industrial Revolution had upon Wolverhampton and the Black Country. (Charles Darwin)	Frozen Kingdom Geography: Skills and fieldwork Human (cultural) and physical (natural) geography of the Polar Regions and including climate zones. (Ernest Shackleton / Matthew Henson)	A Child's War History: World War 2 Develop understanding of an important period of British History that extends pupils chronological knowledge.	Hola Mexico! Geography/History: location and place Knowledge of a region in North America, looking at human and physical geography of Mexico. Study a non-European society that contrasts with British history (Mayan civilisation AD 900) (Frida Kahlo / Raul Jimenez / Mayan Gods and Goddesses)		Tomorrow's World Future Technology: communication Modern-day communication, including how to build a website and study of the evolution of information computer technology. (Sir Tim Berners Lee)
Design and Technology	Victorian Toys Design, make and evaluate.	Inukshuks/ Tupiqs Design, make and evaluate using technical knowledge.	Movable Vehicles with electrical systems Design, make, evaluate using technical knowledge.	Day of the Dead Masks Design, make and evaluate	Chilli Con Carne Cooking and Nutrition.	Programmable device Design, make and evaluate using technical knowledge.
Art	Charles Rennie Mackintosh / William Morris Design	Kenoujak Ashevak Inuit Art Drawing and printing	Blitz Artwork Collage	Frida Kahlo Self Portraits Painting	Mayan Weaving Textiles	Photoshop digital images Digital Media
Science	Evolution and inheritance: Recognise that living things have changed over time and that fossils give evidence/recognise that living things produce offspring that can vary/identify how animals and plants adapt to their environment.	Living things and their habitats: Describe how living things are classified into groups/give reasons for classifying plants and animals based on specific characteristics.	Electricity: associate the brightness of a bulb with the number of cells used/give reasons for variation in how components function/use recognised symbols to represent a circuit.	Light: recognise that light travel in a straight line/ explain how we see things/ explain how shadows are formed.	Animals, including humans: recognise the impact of diet, drugs and lifestyle/describe ways in which nutrients and water are transported within animals including humans. Identify and name the main parts of the human circulatory system and describe the functions.	
RSHE	<p>Mental & Emotional (Gold WELL Passport) Social Wellbeing & Friendships (Gold WELL Passport) Personal & Physical Wellbeing (Gold WELL Passport)</p> <p>Each unit is personalised based upon the needs of the children – British Values embedded throughout each unit.</p>					
Music	Performing Perform solos or as part of an ensemble Charanga Y6 – unit 1: Happy	Transcribing Recognising musical patterns Charanga Y6 – unit 2: Classroom jazz 2	Composing Using multimedia tools to compose Charanga Y6 – unit 3: Benjamin Britten (A New Year Carol)	Listening Music appreciation- what I like and why Charanga Y6 – unit 4: You've got a friend	Composing Create a song with a verse and chorus Charanga Y6 – unit 5: Music and Me	The History of Music Using our voices e.g Singing, Beatboxing Charanga Y6 – unit 6: Reflect, replay, rewind
RE BV Link	What will make Wolverhampton a more respectful community? All religions and world views (Tolerance and Mutual Respect)	Charity: Christian Aid/Islamic Relief Christianity, Sikhism, Islam (Equality)	Values: What matters most? Christians and Humanists (The Rule of Law)	What is Buddhism? Buddhism (Tolerance and Individual Liberty)	Sikhs in Wolverhampton Sikhism (Tolerance / Individual Liberty)	
Games	Basketball Keep possession using a variety of techniques.	Football Passing and dribbling to keep possession	Netball Understand and apply tactics to games.	Tag Rugby Pass and move tactically to score points.	Tennis Use forehand and backhand to score points.	Rounders Make decisions about hitting and throwing.
PE	Swimming Swim competently, confidently and proficiently over a distance of at least 25 metres. Use a range of strokes effectively [for example, front crawl, backstroke and breaststroke]. Perform safe self-rescue in different water-based situations.		Gymnastics Matching and Mirroring, developing sequence and critically analysing performance.	Dance The Titanic, creating rhythmic patterns using different levels.	Orienteering Orientate a map and travel to find points / record them appropriately.	Athletics Improve personal best in running, jumping, throwing.
MFL	Actions Action verbs in the first and third person and use adverbs with accuracy.	In France Cities in France, Tourism, other French speaking countries, French foods.	Family Extended family members, siblings, chores and tasks, parties.	A Weekend with Friends Activities, opinions, foods invitations	The Future Adjectives change depending on the gender and of the noun and write in the future tense.	Jobs Occupations, places of work, applying for a job experience.
Computing	Communication How search engines work and how the internet is used as a communication tool.	3D Modelling Understand and develop knowledge of using a computer to create 3D models.	Web page creation Identify what makes a good webpage and design and evaluate their own.	Spreadsheets Organise data to create own data set. Create formulas and be able to apply the formulas to multiple cells.	Variables in games Learn about variables with real world examples. Modify variables and add them to a project.	Sensing Design and program using code. Create their own controllable device.