Curriculum Provision Map — Year 6

Subject	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
English	Narrative including film — Killer Cat Toki. letters, diary entry End point: to understand conventions of letter writing, produce a diary entry and recognize viewpoint Non-fiction — End Point: produce a recount of their Drusillas visit Episodic: Drusilla's zoo visit ELO Osborne House	Narrative — historical text: Street Child recount, predictions. Drama activities Poetry Episodic: ELO Recycling Centre Ford	Narrative — historical text: Street Child Autobiography, different viewpoints. End point: children will recognize the features of an autobiography and be able to write one in character as Dr Barnardo Episodic: Victorian Days Victorian theatre group	Narrative including film — Varmints End point: children will write a sequel to the original story Non-fiction — ocean rescue, environmental studies. Leaflets, poetry End point: to produce a persuasive leaflet Revision — reading comprehension.	Revision — reading comprehension. Grammar & spelling End point: Successful completion of SAT tests	Romeo & Juliet — introduction to Shakespeare. Character analysis Poetry Play-scripts End point: children will understand the impact of Shakespeare's work, create rhyming couplets and perform sections of his plays. Episodic: Shakespeare theatre group ELO Globe theatre
Maths	Place Value Algebra Data Handling Perimeter Written Division +, -, X ÷ SATs Practice Assessment End Point: To understand all objectives and be able to apply to a range of contexts. SATs experience.	Fractions 2D & 3D Shapes Time Angles Coordinates Problem Solving SATs Practice Assessment End Point: To understand all objectives and be able to apply to a range of contexts. SATs experience.	Fractions FDP Place Value Measurement Algebra +, -, x ÷ SATs Practice Assessment End Point: To understand all objectives and be able to apply to a range of contexts. SATs experience.	Revision SATs Practice Assessment End Point: To gain confidence and apply knowledge to a test.	Revision SATs Practice SATs End Point: To gain confidence and apply knowledge to a test.	Drawing Pie Charts Problem Solving Money Week End Point: To apply mathematical knowledge and understanding to real life contexts.
Science	Biology Living things and their habitats	Biology Living things and their habitats	Biology Animals including humans	Biology Evolution and Inheritance	Physics Electricity End Points: To know how the	Physics Light End Points: To be able to describe how

	End Points: To show knowledge and understanding of classification including the work of Linnaeus. Episodic: Drusillas trip	End Points: To be able to carry out an investigation into microorganisms Episodic: Wellbeing Warrior Days	End Points: To be able to name the main parts and functions of the digestive, circulatory and respiratory systems. To know what a healthy lifestyle is.	End Points: To be able to describe adaptation and survival of the fittest. Knowledge of Charles Darwin	variation in components effect a circuit. To recognise the symbols used in circuits.	light travels and the difference between natural and artificial light. Episodic: ELO Science Museum London
ICT	Microsoft Excel Working with, creating and using data. End Point: To be able to collect, input and analyse data accurately.	Audacity — using various music tracks to suit a given purpose. *E-Safety End Point: To be able to name different genres of Music and show the skills necessary to be able to mix multiple tracks together.	CODE —Create functional games. *E-Safety End Point: To be able to create code that is responsive to given scenarios and criteria.	Digital Drawing Use the iPads and styluses to build their skills in creating digital art. End Point: To be able to use a range of mediums and inputs to create digital art.	Garage Band — iPad. Using the iPad to recreate known music and personalise sequences. End Point: To be able to create a song using a range layers, instruments and sequences.	Animate It! Using play dough creations to create a stop frame animation movie. End Point: To be able to create a seamless short animation movie using editing, voiceovers and soundtracks.
DT	Art	Art	Pies To make and taste a variety of pies with short crust, puff and filo pastry. End Point: To design and make their own pie, thinking about filling. To consider marketing strategies, advertisement and packaging for pie product. Episodic: Year group 'Enterpies' competition.		Digital Drawing Following tutorials Design school logo Design art sketch End point: to create a digital drawing of a famous local landmark	Art
PE	INTERCLASS SPORTS DAY NETBALL GYMNASTICS FOOTBALL BASKETBALL	DANCE HEALTH AND FITNESS INDOOR ATHLETICS OUESTIONS	MOVE IT OAA INDOOR GAMES REACT POSITIVELY	INTERCLASS SPORTS DAY STRIKING AND FIELDING SKILLS AND SPORTS AMERICAN FOOTBALL INDOOR TENNIS	HANDBALL ING	LEGACY GAMES SPORTS DAY CRICKET ROUNDERS TENNIS VOLLEYBALL
History		The Victorians Impact of the Industrial revolution	Parliament and the history of British democracy	Independent research project	Episodic — History Discovery Days	Episodic - River Arun trip

		and key changes that happened during the Victorian period. End Point: To know key dates and how changes during this period effect how we live today. Episodic: 2 Victorian School Days, Victorian theatre ELO — Osborne House	Episodic: Magistrates in the Community End Point: To have an understanding of British values and understand how democracy works.	End Point: To pursue a chosen line of enquiry and develop their historical skills of independent research using a range of sources.	LEGOLA	NO N
Geography	Natural disasters. Longitude/Latitude. End Point: To understand the geographical features and human impact of volcanoes around the world.				RIVERS Physical features. Upper/middle/lower co Flooding and climate of Episodic: River Arun tr End Point: To understand how riv identify the features a	change. rip. vers are formed and
RE	Islam: WORSHIP End Point: To define the term commitment and demonstrate/explain how Muslims demonstrate this.	Christianity: CHRISTMAS — Understanding Mary End Point: To explain the role of Mary within the Christmas story.	Christianity: ETERNITY End Point: To define the term 'Eternity' and explain how it aligns with Christians' views of life after death.	Christianity: WORSHIP End Point: To understand the strength of Christianity as a religion.	Islam: BELIEF End Point: To understand the challenges that face young children when trying to maintain their commitment to Allah.	Islam: VALUES End Point: To understand that belief in Akhirah helps Muslims lead good lives. Episodic: Buddhism Assembly
PSHCE	Mental Wellbeing- Mindfulness & TENT meditation. End Point: To develop techniques and strategies to support well-being.	Relationships- Being safe & effects of media. End Point: To understand the importance of self- love and the impact that social media can have on self-esteem.	Living in the wider world- rules and law. End point — to understand laws that govern our country and the effect of crime on victims.	Democracy End Point: To understand how democracy allows you to help shape the environment you live in.	Drugs Education End Point: To understand the dangers and damaging effects of Drugs, Alcohol and Smoking.	SRE End Point: To understand the structure, functions and changes that their bodies will go through.

			Episodic: Magistrate visit			
Music	Music & ICT: *Audacity • Year Six Anthem	Music & ICT: *Audacity Singing rehearsals: * Christmas • Year Six Anthem	Year Six Anthem	Year Six Anthem	Assembly practice Year Six Anthem	Assembly practice • Year Six Anthem
Art	DRAWING Exploring different pencils and techniques. How to draw- step by step. Creating light, shade and tone.	TEXTILES To embellish work with embroidery. Create frame for hanging. Evaluate. End Point: To produce a 'rainforest' inspired hanging wall batik.	DIGITAL ART (new unit)	AND TREE OF CONTROL OF THE PROPERTY OF THE PRO	DRAWING/ SCULPTURE/ CLAY WORK Explore charcoals and chalks with a focus on expression (gargoyles). Clay manipulation. End Point: To have produced a gargoyle drawing and a clay gargoyle face/hanging.	ARTIST APPRECIATION Exploring various artistic styles and choose medium for final outcome. End Point: To produce an individual piece of artwork in the style of a chosen artist.
Languages	FRENCH To be able to give simple information about your age and birthday To be able to ask others simple questions about their age and birthday. End Point: To be able to verbally introduce yourself to others	FRENCH To be able to describe your family and say whether you have siblings. End Point: To be able to write a letter to a penpal as part of an exchange with a school abroad.	BSL To be able to greet others and introduce yourself by finger spelling your name. End point: To have an opportunity to use BSL in a real context to communicate with people in the deaf community. Episodic: Scope Assembly	BSL To learnt to sign some key phrases in conversations to establish a 2-way exchange. End Point: To be able to have a signed conversation with a peer.	BSL To be able to sign some key words of colours, feelings, verbs and nature. End Point: To be able to follow along wit song using BSL.	