

Year Six Curriculum Overview Summer Term 2023



Reading opportunities: Atlases and OS maps. We will also have a range of non-fiction books relating to Britain Christianity and Science materials available in the classroom.

Map Skills

Points of a compass, four and eight directions, symbols and key features of Ordnance Survey maps and knowledge of the United Kingdom and the wider world.

Intent

To understand sources of geographical information including maps, diagrams, photographs and Geographical Information Systems (GIS)

Sequence of lessons

Lessons: Keys, Compasses & Maps
Activities: Compasses and Mapping Land

Map of UK
Map of wider world



Children will use maps, atlases and Ordnance Survey maps to identify and label counties in the UK and human features of counties on maps.

Impact

Children will have a better sense of the world by connecting information and places, processes and environments.

Religious Education

Kingdom of God

Intent

Make clear connections between belief in the Kingdom of God and how Christians put their beliefs into practice in different ways.

Sequence of lessons

1. Making sense of the text, the Lord's prayer
2. Understanding the impact: What would Jesus's kingdom be like?
3. Making connections – if I were the king/queen of the world...
4. Understanding the text The parable of the unforgiving servant
5. One solitary life, has God's rule begun?

Composite outcome

Children create their child-speak versions of the lord's prayer and what the kingdom of god is like.

Impact

Children will relate Christian teachings or beliefs about God's Kingdom to the issues, problems and opportunities of their own lives

Science

Evolution and Inheritance

Intent

To understand and explain the key scientific concepts behind the theories of evolution and inheritance.

Sequence of lessons

- 1) Inheritance detective/ Mutants and adaptations
- 2) Extreme survival
- 3) Meet the evolutionary pioneers
- 4) Evolutionary trees and fossils
- 5) The tale of the giraffes neck



Composite outcome and impact

Children will be able to describe how the earth and living things have changed over time and to explain how animal and plants adapt to suit their environment.

Computing

Programming – variables in games

Intent

explores the concept of variables in programming through games in Scratch

Sequence of lessons

- 1) To define a 'variable' as something that is changeable
- 2) To explain why a variable is used in a program
- 3) To choose how to improve a game by using variables
- 4) To design a project that builds on a given example project that builds on a given example
- 5) To use my design to create a project
- 6) To evaluate my project

Composite outcome

Use create a game with variables using scratch

Impact

Children will have a secure understanding of selection and how this is useful in modern technology.

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Art

Take a seat- pathway

Intent

Children are introduced to the work of a craftsperson/designer, and they explore how the artist brings his personality to his work.

Sequence of lessons

Children then use a warm up making exercise to remind themselves that they can be inventive in their making, and that the things they make can communicate ideas to other people. Finally children go on to make their own chair (a model of) using the Design Through making technique.



Composite outcome

To create a seat design bringing their own personality into designing

Impact

That designers and craftspeople produce furniture which reflects the era or culture it is made in, or the personality of the maker.

PSHE

Healthy Me

Intent

Children will understand that mental health is a balance between challenges and support and strategies in how to support themselves and each other.

Sequence of lessons

- 1) What is mental health
- 2) My mental health
- 3) Love and loss
- 4) Power and control
- 5) Being online, safe or fake? Real or unreal?



Composite outcome

learning about Relationships

Impact

Children can express their own relationships and can understand and contribute how to maintain a healthier mindset.

Music
First Access

Intent

Children will learn Rythm and harmony using technology

Sequence of lessons
Planned by first access using the Tabletop app.

Composite outcome
Videod end of unit performance

Impact

Children will have improved their listening skills and within their composition, they should demonstrate skills of dynamics and tempo.

Spanish
Mi casa

Intent

Learn how to say where I live

Sequence of lessons

- 1) To learn the words associated with home
- 2) To consolidate learning
- 3) To learn how to say sentences
- 4) To create a conversation
- 5) Assessment.

Composite outcome
Read, write and say

Impact
Children will know how to say where they live.