

## ENGLISH

### Clockwork by Philip Pullman

- Ask relevant questions to extend their understanding and knowledge.
- Identify the audience for and purpose of the writing, selecting the appropriate form and using other similar writing as models for their own
- Develop a range of grammar knowledge
- When writing narratives, describing settings, characters and atmosphere and integrating dialogue to convey character and advance the action.

## MATHS

### Decimals, Percentages and Algebra

- Identify the value of each digit in numbers given to three decimal places and multiply and divide numbers by 10, 100 and 1,000 giving answers up to three decimal places
- Multiply one-digit numbers with up to 2 decimal places by whole numbers
- Recall and use equivalences between simple fractions, decimals and percentages, including in different contexts.
- Use simple formulae.

## SCIENCE

### Electricity

- Associate the brightness of a lamp or the volume of a buzzer with the number and voltage of cells used in the circuit
- Compare and give reasons for variations in how components function, including the brightness of bulbs, the loudness of buzzers and the on/off position of switches
- Use recognised symbols when representing a simple circuit in a diagram.
- Taking measurements, using a range of scientific equipment, with increasing accuracy and precision.

## GEOGRAPHY

### DigiMaps

- Navigate and use essential features of an Ordnance Survey map
- Measure distances between different locations, using a scale
- Present and compare information about our local area.



### Year 6 Curriculum Map:

## Spring 1

## MUSIC

### Film Music

- Identifying the way that features of a song can complement one another to create a coherent overall effect.
- Use musical vocabulary correctly when describing and evaluating the features of a piece of music.
- Understanding the impact music has on them and starting to articulate the reasons for this effect using musical vocabulary.

## COMPUTING

### Lego Coding

- Learn how to keep safe when using devices
- Discussing the use of the impact of the internet
- Understand the policies around social networking sites and the need for age limits.

## FRENCH

### Ma Journée - Daily Routines and Time

- Talking about lessons and routines in school
- Asking and telling the time in French
- Use key vocabulary to create simple sentences
- To apply learnt phrases to hold a simple conversation about their day

## ART

### Street Art inspired Banksy

- Develop sketches, ideas and techniques for art work
- Consider and evaluate the impact of street art on the local environment and community
- Create street art using stencils.

## PE

### Hockey, Tag Rugby and Games (Tuesday afternoons)

- Play competitive games.
- Apply basic principles for attacking and defending.
- Demonstrate good sportsmanship.

## PSHE

### Dreams and Goals

- Understand why it is important to stretch the boundaries of my current learning
- Identify problems globally that concern me
- Describe some ways we can work with together to make the world a better place.

## RE

### Hindu (Sanatan) Dharma: Why should Hindus live a good life?

- Understand who Brahman is.
- How does a Hindu use 'dharma' to live a good life?
- Explain key beliefs and concepts in Hinduism.

## Key Vocabulary

### Maths

balance

per cent

tenth

hundredth

Divide

Value

term

### English

audience

purpose

parenthesis

semi-colon

colon

paragraph

inference

### Science

motor

voltage

battery

circuit

prediction

cell

enquiry

### Foundation

radius

locality

proximity

symbol

urbanisation

population density

key