

ENGLISH

Armistice Runner by Tom Palmer

- Ask relevant questions to extend their understanding and knowledge.
- Articulate and justify answers, arguments and opinions.
- Use inference skills to identify a character's thoughts, feelings and motives.
- Develop a range of grammar knowledge.
- Write for a range of audiences and purposes.

MATHS

Number and place value & the four operations

- Read, write, order and compare numbers up to 10,000,000 and determine the value of each digit.
- Interpret negative numbers in context, including counting through 0.
- Perform mental calculations, including with mixed operations and large numbers.
- Solve problems involving addition, subtraction, multiplication and division.

SCIENCE

Light

- Recognise that light appears to travel in straight lines.
- Use the idea that light travels in straight lines to explain that objects are seen because they give out or reflect light into the eye.
- Explain that we see things because light travels from light sources to our eyes or from light sources to objects and then to our eyes.
- Use the idea that light travels in straight lines to explain why shadows have the same shape as the objects that cast them.

HISTORY / GEOGRAPHY

The Great Wars – WW1 and WW2

- Use sources to inform us about World War I and II and evaluate their effectiveness.
- Devise historically valid questions about change, cause, similarity, difference and significance.
- Developing an understanding of chronology.
- Identify historically significant people and events.



Year 6 Curriculum Map:

Autumn 1

MUSIC

Dynamics, Pitch and Tempo

- Representing changes in pitch, dynamics and texture using graphic notation, justifying choices with reference to musical vocabulary.
- Developing melodies using rhythmic variation, and changes in dynamics, pitch and texture.
- Discussing musical eras in context, identifying how they have influenced each other.

COMPUTING

E-safety and Networks

- Demonstrate and discuss safe and respectful use of different technologies, including across a range of software.
- Use critical thinking to help them stay safe online, including
- Can understand the value of protecting their privacy.
- Develop our knowledge of networks and how they link to our online world.

FRENCH

En Ville

- Recall 10 places in a town in French along with their respective definite articles/determiners.
- Ask where a location is and respond with a description of relative distance (nearby/far away) in French.
- Use prepositions to give the precise location of one place in relation to another in French.
- Conduct a dialogue in French about where places are in a town using transactional language.

ART

Perspective drawing: War artists

- Develop sketches, ideas and techniques for artwork.
- Learn how to add depth and perspective to drawings to create a 3D effect.
- Consider how to use colour to impact the overall emotions of a piece.

PE

Handball, Dance and Games (Wednesday afternoons)

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

PSHE

Being me in the world

- Preparing for the year ahead.
- Creating, learning and owning our learning charter and rules.
- Considering other people's feelings and right to learn.

RE

Islam: What helps Muslims to live a good life?

- Explore the key beliefs and practices of Islam.
- Reflect on possible connections between worldviews and the human search for meaning in life.
- Suggest some ways in which different people might interpret key texts / sources.

Key Vocabulary

Maths

place value

digit

number

negative
numbers

operations

commutative
law

inverse
operation

English

articulate

evidence

word

phrase

sentence

paragraph

inference

Science

reflect

rays

source

shadow

straight

Law of reflection

angle

Foundation

treaty

allies

battle

trench

conscientious

objector

source