

# St. Mary's C.P. School Curriculum Overview for Year 6

## English

### Reading

Read a broad range of genres.  
Recommend books to others.  
Make comparisons within/across books.  
Support inferences with evidence.  
Summarising key points from texts.  
Identify how language, structure, etc. contribute to meaning.  
Discuss use of language, inc. figurative.  
Discuss & explain reading, providing reasoned justifications.  
Prepare poems and plays to read aloud, making meaning clear to the audience.  
Distinguish between statements of fact and opinion.

### Writing

Use knowledge of morphology & etymology in spelling.  
Use a dictionary to check the spelling and meaning of words.  
Use a thesaurus.  
Develop legible personal handwriting style.  
Plan and edit writing to suit audience & purpose; use models of writing and drawing on research and reading where necessary.  
Develop character & setting in narrative, integrating dialogue.  
Select grammar & vocabulary for effect.  
Use a wide range of cohesive devices  
Ensure grammatical consistency.  
Self and peer assess effectiveness of writing and act on proposed changes to enhance effect.

### Grammar

Use appropriate register/ style.  
Use the passive voice for purpose.  
Use features to convey & clarify meaning.  
Use full punctuation.  
Use language of subject/object.

### Speaking & Listening

Use questions to build knowledge.  
Articulate arguments & opinions.  
Use spoken language to speculate, hypothesise & explore.  
Use appropriate register & language.

## Art & Design (UKS2)

Use sketchbooks to collect, record, review, revisit & evaluate ideas.  
Improve mastery of techniques such as drawing, painting and sculpture with varied materials.  
Learn about great artists, architects & designers.

## Computing (UKS2)

Design & write programs to solve problems.  
Use sequences, repetition, inputs, variables and outputs in programs.  
Detect & correct errors in programs.  
Understand uses of networks for collaboration & communication.  
Be discerning in evaluating digital content.  
Select use and combine a variety of software.  
Use technology safely.

## Mathematics

### Number/Calculation

Secure place value & rounding to 10,000,000, including negatives.  
All written methods, including long division.  
Use order of operations (not indices).  
Identify factors, multiples & primes  
Solve multi-step number problems using estimation to check answers

### Algebra

Introduce simple use of unknowns.  
Use simple formulae.  
Generate and describe linear number sequences.  
Enumerate all possibilities of combinations of two variables.

### Data

Interpret and construct pie charts and line graphs.  
Calculate and interpret mean averages.

### Geometry & Measures

Confidently use a range of measures & conversions to solve problems including decimal notation up to 3d.p. where appropriate.  
Recognise shapes with same area can have different perimeters and vice versa.  
Calculate area of triangles/parallelograms.  
Use area & volume formulas.  
Classify shapes by properties.  
Know and use angle rules.  
Translate & reflect shapes, using all four quadrants.  
Draw 2D shapes using given dimensions and angles.  
Illustrate and name parts of a circle.  
Recognise, describe and build 3D shapes.

### Fractions, Decimals & Percentages

Compare & simplify fractions.  
Use equivalents to add fractions.  
Multiply simple fractions.  
Divide fractions by whole numbers.  
Solve problems using decimals & percentages.  
Use written division up to 2dp.

### Ratio and Proportion

Solve problems involving the relative sizes of 2 quantities.  
Solve problems involving calculations of percentages.  
Solve problems involving similar shapes where scale factor is known or can be found.

## Design & Technology (UKS2)

Use research & criteria to develop products which are fit for purpose and aimed at specific groups.  
Use annotated sketches, cross-section diagrams & computer-aided design.  
Analyse & evaluate existing products and improve own work.  
Use mechanical & electrical systems in own products, including programming.  
Cook savoury dishes for a healthy & varied diet.

## Geography

Using maps, focus on environmental regions, physical and human features, countries and major cities.  
Understand geographical similarities and differences through study of human and physical geography.  
Use maps, atlases, globes and digital/computer mapping to locate countries and describe features.  
Use the 8 points of a compass and 4 and 6 figure grid references symbols and keys.  
Use field work to observe, measure, record and present the human and physical features in the local area.

## Modern Languages (UKS2)

Listen & engage  
Engage in conversations, expressing opinions  
Speak in simple language & be understood  
Develop appropriate pronunciation  
Present ideas & information orally  
Show understanding in simple reading  
Adapt known language to create new ideas  
Describe people, places & things  
Understand basic grammar, e.g. gender

## Music (UKS2)

Perform with control & expression solo & in ensembles.  
Improvise & compose using dimensions of Music.  
Listen to detail and recall aurally.  
Use & understand basics of staff notation.  
Develop an understanding of the history of music, including great musicians & composers.

## Science

### Evolution and Inheritance

Recognise that living things have changed over time and use fossils to find out about living things in the past.  
Realise that the offspring of living things are not normally identical to parents.  
Make links between adaptation and evolution.

### Light

Know light appears to travel in straight lines.  
Understand we see objects because light is reflected off the object into the eye.  
Explain why shadows have the same shape as the object that casts them.

### Electricity

Link output of lights/buzzers to number and voltage of cells.  
Give reasons for differences in output of components.  
Use recognised symbols to draw circuit diagrams.

### Forces

Understand forces of gravity, air resistance, water resistance and friction.  
Recognise that some mechanisms use a smaller force to create a greater effect.

### Animals, including humans

Describe the changes as humans develop to old age.

## History

A study of an aspect or theme in British history that extends pupils' knowledge beyond 1066:

- WW2 (Battle of Britain)

Achievements of the earliest civilisations:  
- Mayan civilization

Ancient Greece – a study of Greek life and achievements and their influence on the western world

## Physical Education (UKS2)

Use running, jumping, catching and throwing in isolation and in combination.  
Play competitive games, applying basic principles.  
Develop flexibility & control in gym, dance & athletics.  
Take part in Outdoor & Adventurous activities.  
Compare performances to achieve personal bests  
Swimming proficiency at 25m.

## Religious Education

Continue to follow Catholic agreed syllabus for R.E.

