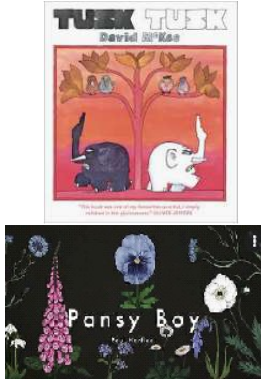
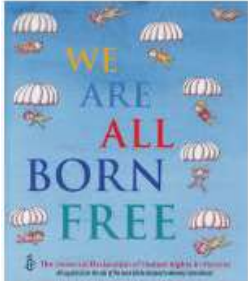
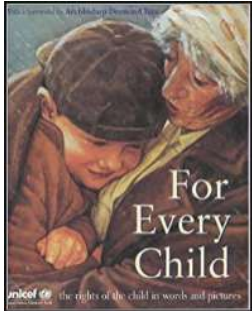
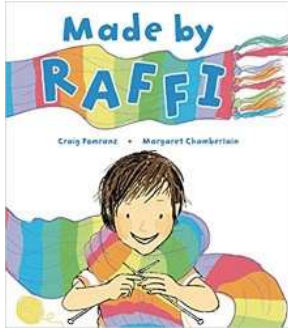
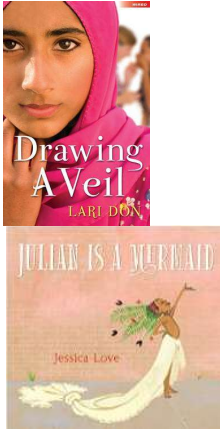
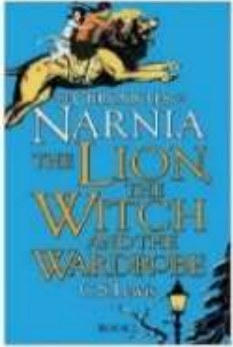
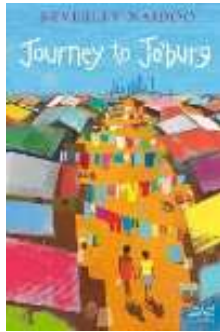
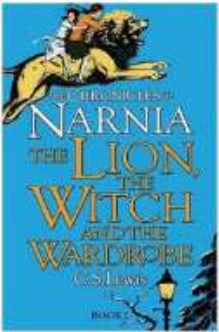
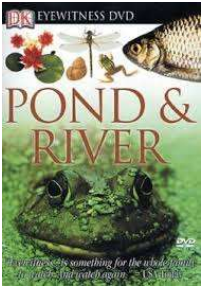
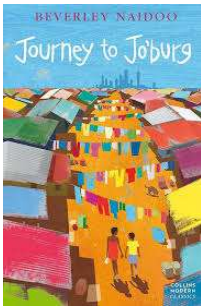




Year Group Curriculum Plan
Year 6

2026/2027	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Christian Value	Community		Peace		Hope	
RE Focus	What do some people believe in God and others don't? Exploring the nature of belief in all religions	What would Jesus do? Research the nature of Jesus and consider the role of forgiveness in Christianity	Science and creation – conflicting or complementary? (Digging deeper) Exploring differing views on the relationship between religion and science	What difference does the resurrection make to Christians? Exploring the key concept of resurrection	Why is pilgrimage important to believers? Research and share information about pilgrimages in different religions	Research Project: Why do people need to express their beliefs? Revisit first unit with what we know more 
Real Time						
PSHE Focus	Me and My Relationships Assertiveness Cooperation Safe/unsafe touches Positive relationships	Valuing Difference Recognising and celebrating difference Recognising and reflecting on prejudice-based bullying Understanding Bystander behaviour Gender stereotyping	Keeping Safe Understanding emotional needs Staying safe online Drugs: norms and risks (including the law)	Rights and Respect Understanding media bias, including social media Caring: communities and the environment Earning and saving money Understanding democracy	Being my Best Aspirations and goal setting Managing risk Looking after my mental health	Growing and Changing Coping with changes Keeping safe Body Image Self-esteem
Class Reader(s)	The Lion, The Witch and the Wardrobe 		Journey to Jo'Burg 		Golden Horseman of Baghdad 	

English Text(s)		 Beowulf	 A range of non-fiction texts linked to rivers The Nile The Amazon Links to rivers (Geography)	+  Journey to Jo’Burg  	 Golden Horseman of Baghdad 
English Focus	Narrative Fantasy - Story opening linked to visual literacy (Narnia Film) - Setting description - Building tension and creating atmosphere Narrative- Story set in a fantasy world Writing to inform: Informal letter	Mystery story – Legends - Suspense and pace - Dialogue - Creating a legend - Explanation text – How the circulatory system works – Cross curricular writing -Science Narrative- Mystery story WWII Poetry: Wilfred Owen	Non – fiction Texts linked to Rivers Writing to Persuade: Persuasive argument	Narrative - Setting description - Nelson Mandela Biography - Non chronological report – South Africa - Diary entry – Soweto Riots Narrative- Story with a flashback Writing to inform: Report (Biography) Writing to inform: Recount (Diary)	Narrative - Setting description - Moral dilemma Narrative: Setting Description Narrative: Story with a moral dilemma
Maths Focus	Place Value Ordering, value of each digit, rounding, negative numbers Four Operations Reviewing all operations (mental and written), long division, BODMAS and negative numbers.	Fractions Simplify fractions; common denominators; compare and order fractions; calculate with fractions Position and direction Describe positions on a four-quadrant grid Draw and translate simple shapes on the coordinate plane and reflect them in the axes	Decimals Working to 3 decimal places, multiply and divide by 10,100, 1000, multiply decimals Percentages Convert between fractions, decimals and percentages, calculate with percentages Algebra Use simple formulae, missing number problems, pairs of numbers and enumerate possibilities	Measurement: Converting units Calculate and convert between different measures Measurement: Perimeter, area and volume Calculating perimeter, area and volume Ratio Introduce concept and solve ratio problems	Geometry: Properties of shape Measure and draw angles; recognise number of degrees in a line / circle Problem solving Consolidate understanding of all content covered this year through problem solving and reasoning activities SATs assessments. Problem solving / Investigations Complete maths projects designed to consolidate all prior learning in a variety of contexts
Science Focus	How can you group plants and animals? Group living things by observable characteristics including microorganisms and give reasons for classification.	What does a journey through our body look like? Identify and name main parts of circulatory system; impact of diet and exercise on the way bodies function; describe transportation of nutrients and water round the body	How can we effect electrical output? Read and draw circuit diagrams; investigate link between output and volts, wire length investigation.	How and why have plants and animals changed over time? Recognise that living things have changed over time and fossils provide information about living things that once inhabited the Earth. Recognise that living things produce offspring of the same kind and that offspring vary.	How do we see things? Recognise that light travels 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.

				Identify how animals and plants are adapted to their environment in different ways and that adaptation may lead to evolution.	Use the idea that light travels in straight lines to explain why shadows have the same shape as the objects that cast them.	
Geography			Why are Rivers Important? Rivers: The Amazon and The Wharfe - To learn about the geographical features of rivers - To complete a river study 			
History	What effect has Salts Mill had on the local area? To learn about Salts Mill in the local area and to learn about the industrial revolution				What was the 'Golden Age' of Islamic civilisation?  To learn about the historical significance of Baghdad and the impact of Islam	
Art Focus	- Sculpture Stand alone Auguste Rodin clay - Drawing ARTIST STUDY Lowry & Hockney - Art Progression Challenge		- Collage Art Progression Challenge - Drawing Edvard Munch ARTIST STUDY (Easter week)		- Painting Waterfalls(LC-rivers) - Art Progression Challenge - Clay busts	
DT Focus			 Enterprise week Design and make a game with an electrical component.		STEM day Computer program-controlled products Apply understanding of computing to program, monitor and control their products.	
Music Focus	Music and Technology How does music bring us together? 	Developing ensemble skills How does music connect us with our past? 	Create composition How does music improve our world? 	Musical styles connect us How does music teach us about our community? 	Improvising with confidence How does music shape our way of life? 	Farewell tour How does music connect us to our environment? 
PE Focus	Athletics - Use running, jumping, throwing and catching in isolation and in combination. - Compare their performances with previous ones and demonstrate improvement to achieve their personal best. Outdoor & Adventure: residential - Take part in outdoor adventurous activity challenges both individually and within a team.	Dance (Arrival) - Perform dances using a range of movement patterns. - Compare their performances with previous ones and demonstrate improvement to achieve their personal best. - Linked to current literacy unit.	Young Leaders - To develop an understanding of how to plan, run and evaluate activity sessions for younger pupils. - To develop a robust understanding of the importance of safety and risk assessing all activities. Gymnastics	Invasion games (Hockey, football) - Play competitive games, modified where appropriate and apply basic principles for attacking and defending.	Striking and Fielding- cricket - Play competitive games, modified where appropriate and apply basic principles for attacking and defending	Striking and Fielding- rounders - Play competitive games, modified where appropriate and apply basic principles for attacking and defending Water Safety
Computing Focus	Internet Communication Recognising how the WWW can be used to communicate and be searched to find information.	Webpage creation Designing and creating webpages, giving consideration to copyright, aesthetics, and navigation.	Variables in games Exploring variables when designing and coding a game.	Introduction to spreadsheets Answering questions by using spreadsheets to organise and calculate data.	3D modelling Planning, developing, and evaluating 3D computer models of physical objects.	Sensing Designing and coding a project that captures inputs from a physical device
MFL Focus 	France – Regions and culture	Birthdays	Describing Ourselves	Animals and Pets	Food and Drink	Sport and Hobbies

