Year 6 Curriculum Map

Excalibur's curriculum drivers are embedded throughout our teaching

Aiming High Culturally Aware Resilient Enquiring Respectful

English, Communication and Languages

As writers, we will:

- Write for a range of purposes and audiences with increasing fluency and legibility.
- Plan, draft, edit and publish pieces of writing, including descriptive pieces, letters, non-chronological reports, recounts and reports.
- Proof-read and assess our own and others' work
- Use a full range of punctuation with increasing accuracy
- Build cohesion between paragraphs in a range of ways.
- Use a variety of sentence structures appropriately to engage the reader.

As readers we will:

- Read, discuss and understand an increasingly wide range of fiction, poetry, non-fiction and reference books or textbooks for a range of purposes.
- Identify and discuss themes and conventions in and across a wide range of writing.
- Make comparisons within and across texts.
- Explore the meaning of words in context and ask questions to improve my understanding and predict what might happen next.
- Identify how language structure and presentation contribute to meaning.
- Distinguish between fact and opinion.
- Discuss how author's use language and the impact on the reader.

As French linguists we will learn:

- The vocabulary for:
 - Classroom routines and items.
 - o Clothes and uniform.
 - Expressing and justifying opinions.
 - o Family members.
- The grammar for:
 - Negatives, such as Je n'ai pas de...
 - Masculine and feminine forms.
 - Asking questions.
 - Adjective position and agreement.

The Arts and Design

As artists, we will:

- Research and adopt the style of a famous group of painters.
- Apply an understanding of line and repeated pattern.
- Design and make a prototype hat.
- Create a repeated pattern through printing.
- To analyse and evaluate the artwork of Edward Hopper.

As designers, we will:

- Design and create a 3D clay model of a traditional African home.
- Evaluate my own and others' products.

As musicians, we will:

- Develop melodic phrases.
- Understand structure and form.

Mathematics

As mathematicians, we will learn to:

- Understand place value to numbers up to 10,000,000, including reading and writing numbers, powers of 10, comparing and ordering integers, rounding numbers and working with negative numbers.
- · Add and subtract integers
- Find common factors and multiples.
- Work with the rules of divisibility and square and cube numbers.
- Multiply up to a 4-digit by a 2-digit number and solve multiplication problems.
- Calculate shot division, division using factors.
- Calculate long division with remainders and solve division problems.
- Use of the order of operations.
- Calculate mentally, use estimation and reason from known facts.
- Compare, order and calculate addition and subtraction with fractions and mixed numbers and multiplication and division with fractions.
- Use metric and imperial measures, including conversions.

Autumn Term 2022-23 Class Text

Mr. Hancock, Miss Robinson, Mrs. Leydon and Miss Donkin.



Physical Health and Well-being

As sports' people, we will:

- Develop the fundamental skills needed for basketball, hockey and gymnastics.
- Develop a tactical awareness of the basketball and hockey and performance awareness for gymnastics.
- Work effectively as part of a team to play competitive matches.
- Understand the basic rules of the games.
- Take on a variety of roles.
- Identify our own strengths and weaknesses and suggest a method to improve skills.
- Understand the impact of sport on our health and well-being.

As citizen's we will:

- Explore emotional health and wellbeing, relationships and change and wider emotions.
- Explore online identify, online bullying and wider identities and belonging.
- Explore the difference between safe and unsafe secrets.
- Explore the consequences of reacting to others in positive or negative ways and consider how we can respond more positively.
- Explore the Five Ways to Wellbeing.
- Explore the qualities that people have.
- Explore how online appearances can be different than reality.
- Explore what a bystander could do in different situations.
- Explore how we can offer support to someone who has been bullied.

Humanities and Religious Education

As geographers, we will learn about:

- Where the equator and the tropics are located and which countries lie there.
- Name some of Africa's largest urban areas, desert and oceans and compare an urban and rural area.
- Begin to use 6-figure grid references.
- Identify key topographical features and how they change over time.
- The trade between the UK and Africa.

As historians, we will learn about:

- What events led to apartheid.
- What the main events were during the apartheid regime.
- How apartheid came to an end.
- The contribution of Nelson Mandela and FW de Klerk in bringing apartheid to an end.
- How Steve Biko's death contributed to the fight against apartheid.
- How Britain of the 1990s compared with South Africa of the 1990s.
- The effect of apartheid on modern-day South Africa.

As theologians, we will:

 Explore Christianity, including the Holy Trinity, key religious celebrations, the "Kingdom of God", Jesus being the "Son of God" and the themes of sacrifice, reconciliation and forgiveness.

Science and Technology

As scientists we will learn about:

- How living things are classified into groups according to common observable characteristics.
- Knowing that broad groupings, such as micro-organisms, can be further subdivided.
- Classifying commonly found invertebrates and vertebrates.
- Identifying and naming parts of the human circulatory system and how they function.
- Rescognising the impact of diet, exercise, drugs and lifestyle on the body and learn how to keep the body health.
- Finding out about the significance work of scientists.

As computer scientists, we will:

- Understand how computer systems and networks function, with a focus on search engines.
- Compare 2D and 3D models.
- Identify that physical objects are made up of 3D objects.
- Design and create a 3D model of a physical object.