Clockhouse Primary School
Year 6 Curriculum Overview

TERM	AUTUMN TERM		SPRING TERM		SUMMER TERM	
THEME	*Journey across the Bifrost*		*Lest We Forget*		*We're the Kids in America*	
QUESTION / SCENARIO	*How has the culture of Britain changed over time?*		*What was it really like during WWII? How did it affect Havering?*		*What skills are needed to survive in different environments?*	
STUNNING STARTER	Cooking: Honey, oat and spiced cakes. These were made by Anglo Saxon Farmers used these as party food and used spice on special occasions. **-** Children to design and create a Viking long boat made from card, cereal boxes and other junk materials. - Create a Viking shield or helmet with papier – Mache		-Design and build an Anderson shelter that would provide shelter during a raid. Children to boarder up their classrooms as if they were in the Blitz.		America Day – Children are to be transported to America for the day. They could come dressed in American clothes and will take part in various activities throughout the day. Examples: Geography – 50 states puzzle. Food Technology – Make American style Pancakes/ Milkshakes. Music – Learn the National Anthem. Science/ Geography – Look at tornado ally (Oklahoma) and create tornados. https://www.youtube.com/watch?v=cU7jUx5Mvx0	
MARVELLOUS MIDDLE	Viking Day – Portales to the past. Portals to the past will come and visit the school. Children will be invited to dress up as Vikings and will be immersed into the Viking world.		School Trip – The Royal Gun Powder Mills. Children to go on this trip to start the topic off. They will be immersed into a WW2 scene and will meet various characters along the way to introduce various topics such as women at war, evacuees, rationing and bomb shelters. -Create propaganda posters to recruit new people and to encourage rationing and give warnings to the British public.		Day of the Dead – Children could research the festival and create ofrendas, or sugar skull masks. Food taste – Pan de muerto. Children could also watch Coco to inspire them.	
FABULOUS FINISH	- Invading and looting game. Class to divide into two teams Vikings Vs Angelo Saxons (you may want more settlers than Vikings). The settlers must guard their treasured items and avoid being tagged from the Vikings as this would mean they would be captured and would need to be saved. Aim is for the Vikings to loot the settler's town and steal the treasure.		School Trip – Docklands Museum Connie's Life during the war workshop.		Children to work in pairs throughout the year group and are given a state. They will then research the state and create a table to display all that they have learnt. This could be: Location, Landmarks, Food/ drink tasting, interactive quiz for people to take, fact files, traditions of the state etc.	
POSSIBLE VISITS / VISITORS	Portals to the past – Viking Day		A visit to the Gunpowder Mills in Waltham Abbey, Docklands Museum, London		Southend Adventure Island, Isle of Wight, Junior Citizen, NHS Careers Fayre, Sikh visitors – weddings / Gurdwaras	
ENGLISH	<u>Core text</u> The Lost Thing by Shaun Tan	<u>Core text</u> Beowulf by Michael Morpurgo	<u>Core text</u> Rose Blanche by Ian McEwan	<u>Core text</u> Holes by Louis Sacher	<u>Core text</u> The Watertower by Gary Crew	<u>Core text</u> King Lear By William Shakespeare
	<u>Genres Covered:</u> Diary Entry Narrative Poetry	<u>Genres Covered:</u> Journalistic Kennings Biography	<u>Genres Covered:</u> Setting Narrative Formal Letter Informal Letter	<u>Genres Covered:</u> Setting Description Journalistic Diary Entry	<u>Genres Covered:</u> Action Scene Mystery Narrative Recount	<u>Genres Covered:</u> Diary Entry Playscript Gossip Column Narrative

MATHS	Read, write, order and compare numbers up to 10 000 000 and determine the value of each digit Round any whole number to a required degree of accuracy Use negative numbers in context, and calculate intervals across zero Multiply multi-digit numbers up to 4 digits by a two-digit whole number using the formal written method of long multiplication Divide numbers up to 4 digits by a two-digit whole number using the formal written method of long division, and interpret remainders as whole number remainders, fractions, or by rounding, as appropriate for the context Divide numbers up to 4 digits by a two-digit number using the formal written method of short division where appropriate, interpreting remainders according to the context Perform mental calculations, including with mixed operations and large numbers Identify the value of each digit in numbers given to three decimal places and multiply and divide numbers by 10, 100 and 1000 giving answers up to three decimal places Recall and use equivalences between simple fractions, decimals and percentages, including in different contexts.		

Place value	**Number- fractions**	**Algebra**
Read, write, order and compare numbers up to 10 000 000 and determine the value of each digit	Multiply one-digit numbers with up to two decimal places by whole numbers	Use simple formulae
Round any whole number to a required degree of accuracy	Use written division methods in cases where the answer has up to two decimal places	Generate and describe linear number sequences
Use negative numbers in context, and calculate intervals across zero	Solve problems which require answers to be rounded to specified degrees of accuracy	Express missing number problems algebraically
Solve number and practical problems that involve all of the above.		Find pairs of numbers that satisfy an equation with two unknowns
Addition, subtraction, multiplication and division	**Geometry- properties of shape**	Enumerate possibilities of combinations of two variables
Multiply multi-digit numbers up to 4 digits by a two-digit whole number using the formal written method of long multiplication	Draw 2-D shapes using given dimensions and angles	**Number- fractions**
	Recognise, describe and build 3D shapes, including making nets	Use common factors to simplify fractions; use common multiples to express fractions in the same denomination
Divide numbers up to 4 digits by a two-digit whole number using the formal written method of long division, and interpret remainders as whole number remainders, fractions, or by rounding, as appropriate for the context	Compare and classify geometric shapes based on their properties and sizes and find unknown angles in any triangles, quadrilaterals, and regular polygons	Compare and order fractions, including fractions > 1
		Add and subtract fractions with different denominators and mixed numbers, using the concept of equivalent fractions
Divide numbers up to 4 digits by a two-digit number using the formal written method of short division where appropriate, interpreting remainders according to the context	Illustrate and name parts of circles, including radius, diameter and circumference and know that the diameter is twice the radius	Multiply simple pairs of proper fractions, writing the answer in its simplest form [for example, $1/4 \times 1/2 = 1/8$]
Perform mental calculations, including with mixed operations and large numbers	Recognise angles where they meet at a point, are on a straight line, or are vertically opposite, and find missing angles.	Divide proper fractions by whole numbers [for example, $1/3 \div 2 = 1/6$]
Identify common factors, common multiples and prime numbers	**Measurement**	Associate a fraction with division and calculate decimal fraction equivalents [for example, 0.375] for a simple fraction [for example, $3/8$]
	Recognise that shapes with the same areas can have different perimeters and vice versa	
Use their knowledge of order of operations to carry out calculations involving the four operations	Recognise when it is possible to use formulae for area and volume of shapes	Solve problems involving the calculation and conversion of units of measure, using decimal notation up to three decimal places where appropriate
Solve addition and subtraction multi-step problems in contexts, deciding which operations and method to use and why	Calculate the area of parallelograms and triangles	**Measurement**
Solve problems involving addition, subtraction, multiplication and division.	Calculate, estimate and compare volume of cubes and cuboids using standard units, including cubic centimetres (cm3) and cubic metres (m3), and extending to other units [for example, mm3 and km3].	Use, read, write and convert between standard units, converting measurements of length, mass, volume and time from a smaller unit of measure to a larger unit, and vice versa, using decimal notation to up to three decimal places

	Use estimation to check answers to calculations and determine, in the context of a problem, an appropriate degree of accuracy **Number- fractions** Use common factors to simplify fractions; use common multiples to express fractions in the same denomination Compare and order fractions, including fractions > 1 Add and subtract fractions with different denominators and mixed numbers, using the concept of equivalent fractions Multiply simple pairs of proper fractions, writing the answer in its simplest form [for example, $1/4 \times 1/2 = 1/8$] Divide proper fractions by whole numbers [for example, $1/3 \div 2 = 1/6$] Associate a fraction with division and calculate decimal fraction equivalents [for example, 0.375] for a simple fraction [for example, 3/8] Recall and use equivalences between simple fractions, decimals and percentages, including in different contexts. Identify the value of each digit in numbers given to three decimal places and multiply and divide numbers by 10, 100 and 1000 giving answers up to three decimal places **Measurement** Solve problems involving the calculation and conversion of units of measure, using decimal notation up to three decimal places where appropriate Use, read, write and convert between standard units, converting measurements of length, mass, volume and time from a smaller unit of measure to a larger unit, and vice versa, using decimal notation to up to three decimal places Convert between miles and kilometres **Problem Solving Task:** **Investigation** Always, Sometimes, Never! Prove it, Show it!	**Geometry- position and direction** Describe positions on the full coordinate grid (all four quadrants) Draw and translate simple shapes on the coordinate plane, and reflect them in the axes. **Statistics** Interpret and construct pie charts and line graphs and use these to solve problems Calculate and interpret the mean as an average. **Ratio and proportion** Solve problems involving the relative sizes of two quantities where missing values can be found by using integer multiplication and division facts Solve problems involving the calculation of percentages [for example, of measures, and such as 15% of 360] and the use of percentages for comparison Solve problems involving similar shapes where the scale factor is known or can be found Solve problems involving unequal sharing and grouping using knowledge of fractions and multiples. **Problem Solving Task:** **Shape & Measure** Property chart	Convert between miles and kilometres **Measurement** Calculate, estimate and compare volume of cubes and cuboids using standard units, including cubic centimetres (cm3) and cubic metres (m3), and extending to other units [for example, mm3 and km3]. Maths week **Transition** Practise of x tables for fluent recall (up to 12 x 12 and application of these skills) Read and interpret timetables **Real life/enterprise style maths-** Budgeting and planning of Leavers Fest **Problem Solving Task:** **Open Ended** Magic Squares
SCIENCE	**Animals including humans and Electricity**	**Light**	**Living things and their habitats and Evolution and inheritance**

COMPUTING	Coding: More Complex Variables	Data and Information: Introduction to Spreadsheets	Creating Media: Web Page creation		Coding: Object Properties	Skills Showcase: Inventing a Product
	Online Safety To find similarities and differences between bullying and cyberbullying. To identify effective strategies to deal with cyberbullying.	**Online Safety** To think about the impact and consequences of sharing online	**Online Safety** To identify how the media play a powerful role in shaping ideas about girls and boys To describe issues online that give us negative feelings and know ways to get help		**Online Safety** To know how to create a positive online reputation	**Online Safety** To be aware of strategies to help be protected online
HISTORY	**Journey across the Bifrost** Studying the Anglo Saxon period of British history, discovering whether the Vikings were raiders or traders and looking at what life was like for the celts.		**Lest We Forget** A local study of the impact WW2 had on havering and London.		**The Salem witch Trials** Looking at the historical beliefs of the time period and the consequences this had that are still remembered today.	
GEOGRAPHY	**Anglo-Saxon England** Looking at the geography of England during this period and looking at moden day maps to link the origin of place names to the Vikings and Anglo saxons.		**Lest We Forget** Comparing historical and modern day maps through the study of WW2.		**We're the Kids in America** Looking at the trade and agriculture of Northern America, discovering the impact different climates have on life there and the physical features found in different areas.	
ART AND DESIGN	**Drawing / Painting / Sculpting:** **Painter:** Margaret Keane		**Drawing / Painting:** **Skill:** Drawing people in proportion - Propaganda Posters **Digital Media** **Painter:** John Singer Sargent		**Drawing / Sculpture:** **Sculpture:** Saulo Moreno	
DESIGN AND TECHNOLOGY	**Mechanisms** Fairground		**Structures** Bird houses		**Textiles** Funky Furnishings (Leaver's Cushion)	
RELIGIOUS EDUCATION	2.14 What do religions say to use when life gets hard?		2.16 What will make our city/town a more respectful place?	2.15 Why do people make vows and commitments to one another?	2.20 What does it mean to be a Sikh?	
PHYSICAL EDUCATION	**Autumn 1** Dance Invasion: Tag Rugby **Autumn 2** Gymnastics Invasion :Netball		**Spring 1** Dance Net and Wall: Volleyball **Spring 2** Target Game: Golf Invasion: Handball		**Summer 1** Science: Fitness Net and Wall: Tennis **Summer 2** Athletics Striking and Fielding: Rounders	
MUSIC	**Sing Up** **Hey Mr Miller** (Listening / Singing / Playing /Composing) *Christmas Songs* (Singing)		**Sing Up** **Dona Nobis Pacem** (Listening / Singing / Playing /Composing)		**Sing Up** **Exploring identity through song** (Listening / Singing / Analysing) *Production Songs* (Singing)	

PSHE	Living in the Wider World: Valuing Diversity Character Education Lesson- Community	Relationships: Recognising and Managing Pressure	Living in the Wider World: Influences and Attitudes to Money Character Education Lesson- Values	Living in the Wider World: Evaluating Media Sources Character Education Lesson- Teamwork	Health and Wellbeing: Human Reproduction and birth	Health and Wellbeing: Managing Transition Character Education Lesson- Integrity
		Health and Wellbeing: What affects Mental Health? Character Education Lesson- Resilience			Relationships: Attraction to Others Character Education Lesson- Self-Awareness	
LIFE SKILLS	**To learn how to create a budget for saving money.**		**To be able to tie a tie**		**To know basic first aid.**	
PRIMARY LANGUAGES	<u>**Unit 19 – Notre ecole (Our school)**</u> Places in our school Tour of our school Activities around school Everyday routines and school subjects Describing people Playing detectives	<u>**Unit 20 – Notre monde (The world about us)**</u> Crossing continents Weather in Africa Animals at home Landscapes Comparing places	<u>**Unit 21 – Le passe et le present (Then and now)**</u> Places in a town Spot the difference Unpack your suitcase! Describing someone's clothes Welcome to the past	<u>**Unit 22 – Ici et la (Out and about)**</u> Theme park rides Higher numbers up to 100 My favourite film What shall we watch? What do you want to do? Planning a day out	<u>**Unit 23 – Monter un café (Creating a café)**</u> Café conundrum The 'Waiter's Song' What's on the menu? Making a milkshake Café theatre	<u>**Unit 24 – Quoi de neuf? (What's in the news)**</u> News hounds News games What's on TV? Headline news We are journalists!
HOME RESEARCH PROJECTS	Research and create Viking Runes. Create one for your class to solve – can they decipher what you have written? If they didn't have paper, what could they have written it on? Can you be as creative? Research about Viking longboats,, then design and create a model that can float		Build your own Anderson Raid Shelter Research about WW2 food and recipes and create your own World War Two recipe book. Take some photos of any of the food you create! Imagine you were in world war two and you created a scrap book of your time during the world – it could be as a child, soldier, man or woman. What would be in it? Research about their life and create a scrapbook detailing this.		Create a report/slideshow on a famous landmark in America Research design and make a famous landmark in America either a model or using Sketch up to create a 3D image of the landmark. Research about the importance of the American flag and using your textiles learning create your own flag using material and your sewing skills! Learn about a key event in American History or about Native Americans. Present this information as you wish but make sure you include a diary entry from a person that was there (you could write one yourself to show your knowledge about the event). Examples are Chicago Fire, San Francisco Earthquake, Independence Day, Titanic.	

Design a Viking theme board game

Create a timeline of key events in Viking or Anglo-Saxon history or look at one event in particular and present the information how you feel it works best.