

English

Reading	Writing	Spelling
<p>Clockwork by Phillip Pullman</p> <ul style="list-style-type: none"> Clarifying Inferring Evaluating Making connections <p>Higher Level (extracts)</p> <ul style="list-style-type: none"> William Shakespeare Maya Angelou William Blake Modern Viet/Korean texts 	<p>In Writing this term, we will begin by writing horror stories and then move onto to writing non-chronological reports.</p> <p>Narrative – Horror Stories - 'A Monster Calls' by Patrick Ness</p> <p>Non-fiction – Non-Chronological Report - Reports about our world</p>	<ul style="list-style-type: none"> Synonyms and Antonyms Recap of year group spellings <p>Grammar</p> <ul style="list-style-type: none"> Higher Order punctuation to create tension Dialogue to progress a narrative Appropriate devices to structure both fiction and nonfiction texts

Mathematics

Geometry	Statistics	Problem Solving
<ul style="list-style-type: none"> Draw 2D shapes Compare and classify geometric shapes Recognise, describe and build simple 3D shapes Find unknown angles Illustrate and name parts of circles Use angle facts to solve problems 	<ul style="list-style-type: none"> Interpret and construct pie charts and line graphs Calculate and interpret mean Solve problems using line graphs and pie charts 	<ul style="list-style-type: none"> Develop problem solving strategies Develop the language of problem-solving Work backwards to solve problems Work in teams, small groups and independently to solve problems

Year 6 Curriculum Overview



Going for Gold: SEA Games



Learning is opened through an entry point to engage pupils and assess their current understanding.

The Entry Point day will consist of the following events:

History of the SEA Games

The students will participate in a short investigation into the rich history and culture of the SEA Games

Mini SEA Games Parade

Students will be placed into groups and set the challenge of researching and representing a country in a Parade of Nations.

Year 6 SEA Games Competition

Students will compete in an afternoon of events



At the end of each unit, outcomes are celebrated an exit point

The Exit Point will consist of a SEA Games competition for our Year 1 and 2 students (run and organised by our Year 6 students).

Speaking, Listening & Drama Opportunities

- Sporting Heroes (famous figure) presentation
- Mini SEA Games parade & Sports Day
- Student mentor partnerships with Secondary students

Science

Changing Me: Puberty & Reproduction

- Relationships
- Me and my body
- Understanding gender and gender stereotypes
- Skills for health and wellbeing
- Human body and development in puberty

Computing & STEAM

Students will study:

- Code.org's progression of the Computing Fundamentals course
- A range of online and unplugged non-computer activities
- Learn computational thinking, problem-solving (debugging), programming concepts, and digital citizenship
- Computing & STEAM Discoveries – an introductory course that empowers students to engage with Computing & STEAM as a medium for creativity, communication, collaboration, and fun!

Beginners Vietnamese

This term, students will learn:

- How to make a presentation using Sway and structures learned before (individual presentation).
- Practise speaking Vietnamese.
- Discuss a topic conversation in pairs and make a presentation (group presentation).

RSHLE

Relationships

- What is mental health?
- My own mental health
- How to maintain positive mental health
- Power and control
- Relationships online
- Using technology responsibly

IPC Topic

- Describe and identify reasons for and results of historical events, situations, and changes in the world
- Discuss and debate examples of political and social importance at past SEA Games
- Explain how the lives of people in one country are affected by the activities of other countries or groups
- Identify ways in which people work successfully together
- Respond to identified needs, wants and opportunities with informed designs and products
- Refine and improve their performance based on their understanding of what is needed

MFL/Vietnamese

Vietnamese: Recount, Persuasive writing

- Identify compound sentences and connective words in a piece of writing
- Use connective words in their writing
- Expand vocabulary related to topics

MFL: French and Spanish

In MFL, students will be able to:

- Learn about adjectival agreement
- Explain people's appearances and characteristics
- Learn about a French/Spanish-speaking country.
- Learn how to describe people as part of a film project.

Books we will be exploring

- 'Skellig' - David Almond
- 'Clockwork' – Phillip Pullman
- 'A Monster Calls' - Patrick Ness

Trips / Workshops

- Leavers Assembly
- Leavers DISCO

P.E.

Striking

- Direct the ball accurately towards the space to be able to score points
- Bat effectively and use different types of shots.
- Direct the ball away from fielders, using different angles and speeds.

Swimming

- Swim approximately 25m (unaided) in at least 2 strokes.
- Perform head-first surface dives in deep water.

Performing Arts

Music

Students will be taught to:

- Compose their own piece of film music

Dance

Students will be taught to:

- Perform multiple movement sequences

Art/ D&T

Students will explore traditional SEA motifs.

Student will work collaboratively to design, make and evaluate a new stadium for the SEA games.

Transition to Secondary School

- Curriculum expectations & Parent workshops
- Classroom visits & Student Mentor partnerships