

TSM Year 6

Curriculum Overview – Autumn Term 1

T

'Vikings'

TOPIC

History

The Vikings

In this unit the children will learn about the Viking and Anglo-Saxon struggle for the Kingdom of England to the time of Edward the Confessor.

D&T

Paper and Card Structures

In groups the children will investigate longboats and make their own. They will need to learn and apply new skills to fulfil a specific brief, evaluating and improving their work as they go along.

Computing

We Are Game Developers

The pupils plan their own simple computer game. Designing their own characters and backgrounds. Then create a working prototype which they develop further based on feedback they receive.

Religious Education

Questions About Buddhism

This unit will recap the main points of the Buddha life story again and ask the children to retell the story to others. They will learn the main thread of the story and it's related beliefs.

Science

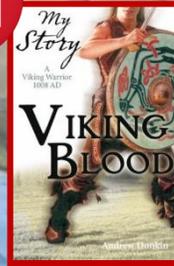
Classifying Critters

In this unit the children will learn about the two main kingdoms and that the animal kingdom can be subdivided into vertebrates and invertebrates. There are five kingdoms of living things which will be explored during this unit. Here they will explore the kingdoms not yet encountered, such as fungi and microbes.

Music

Guitars

Pupils throughout the year will continue to develop their guitar skills including reading music and composing new material.



School Trip

Sutton Hoo

Possible trip to Sutton Hoo in Woodbridge.

Topic Visitor

Museum Curate

Local Museum to bring in artefacts and information linked to the Vikings.

Career Link Visitor

Historian

Discuss what is like to be a Historian exploring sources and artefacts to create a picture of the past.

Year 6

Curriculum Overview – Autumn Term 1

Literacy Units

Poetry
 Story
 Explanation
 Report
 Recount

L

LITERACY

M

MATHEMATICS

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 for views

Writing

- Use knowledge of morphology & etymology in spelling
- Develop legible personal handwriting style
- Plan writing to suit audience & purpose; use models of writing
- Develop character & setting in narrative
- Select grammar & vocabulary for effect
- Use a wide range of cohesive devices
- Ensure grammatical consistency

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

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

Algebra

- Introduce simple use of unknowns

Geometry & Measures

- Confidently use a range of measures & conversions
- 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

Data

- Use pie charts
- Calculate mean averages

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
- Introduce ratio & proportion