



CLAYESMORE

D O R S E T

2019-20 Curriculum Map Year 6

These are long term plans drawn up for the start of the school year, therefore there may be some variation as the year progresses.

Subject	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
English & Drama	<p>The Power of Imagery</p> <p>Reading Selection of poems featuring personification & centered on a specific theme Poems using simile, metaphor, extended metaphor & sound devices Comprehension skills Library & guided reading</p> <p>Writing Poem(s) using personification Poem(s) using simile, metaphor & sound devices Extended metaphor</p> <p>LOOKING BACK</p> <p>Reading Biography, autobiography & recount – extracts Comprehension skills Library & guided reading Class reader</p> <p>Writing Autobiography/ simulated autobiography</p> <p>SPaG Types of nouns Noun phrases Adjectives & synonyms (thesaurus skills) Conjunctions & connecting words & phrases Punctuation Spelling</p> <p>Speaking, listening & drama Poetry off by heart</p>	<p>Narrative Genre</p> <p>Reading Narrative point of view Narrative genre Story openings & blurbs – genre Film & trailers – genre Comprehension skills Library & guided reading</p> <p>Writing Blurbs Story openings – types 500 word short story – specific genre or cross genre</p> <p>SPaG Verbs – types Verb tense Adverbs Punctuation Spelling</p> <p>Speaking, listening & drama Improvise scenes & create characters from different genres Dramatic conventions Active listening strategies Group discussion & interaction</p>	<p>Finding a Voice</p> <p>Reading Argument – balanced and one-sided Fact, opinion & bias Comprehension skills Library & guided reading Class reader</p> <p>Writing Argument – for or against an issue Balanced argument</p> <p>SPaG Clauses Sentences Connectives for arguments Punctuation Spelling</p> <p>Speaking, listening & drama Formal debate Dramatic conventions Active listening strategies Group discussion & interaction</p>	<p>Short Stories with Flashbacks</p> <p>Reading Flashback openings Short stories with flashbacks – ‘Hajj’ Comprehension skills Library & guided reading Class reader</p> <p>Writing Flashback opening Model of ‘Hajj’ short story</p> <p>SPaG Direct & reported speech Pronouns – types Punctuation Spelling</p> <p>Speaking, listening & drama Dramatising & presenting scenes from ‘Hajj’ Dramatic conventions Active listening strategies Group discussion & interaction</p>	<p>Formal & Informal Language</p> <p>Reading Letters, texts, emails Informal text Comprehension skills Library & guided</p> <p>Writing Informal texts Formal letter of complaint</p> <p>Twisted Fairy Stories</p> <p>Reading Study of texts Character studies</p> <p>Writing Plan and draft a subverted fairy story</p> <p>SPaG Grammatical aspects of formal and informal language Topic & support sentences Active & passive voice Paragraphing – revision Punctuation Spelling</p> <p>Speaking, listening & drama Using formal & informal language in drama Devising subverted fairy story scenes Fairy stories: key scenes and character studies Dramatic conventions Active listening strategies Group discussion & interaction</p>	<p>‘Macbeth’</p> <p>Reading ‘Macbeth’ Shakespearean language Narrative version Animated Tales Extracts from ‘Macbeth’ Comprehension skills Library & guided Reading</p> <p>Writing Writing a play-script – conventions Writing a charm using rhyming couplets modelled on Act 4:1</p> <p>SPaG Apostrophe – omission & possession Punctuation Spelling</p> <p>Speaking, listening & drama Act 1: 1 off by heart – performance (filmed) ‘Macbeth’ – murder & sleepwalking scenes Dramatic conventions Active listening strategies Group discussion & interaction</p>

	<p>Experimenting with sound & sound devices in drama Creating characters & their autobiographies Hot-seating Dramatic conventions Active listening strategies Group discussion & interaction</p>					
Maths	<p>Read, write and compare 6-digit numbers and know what each digit represents; read, write and compare 1-, 2- and 3-place decimal numbers; multiply and divide by 10, 100 and 1000; round decimals to nearest tenth and whole number and place on a number line; convert decimals (up to 3 places) to fractions and vice-versa.</p> <p>Use mental addition strategies to solve additions including decimal numbers; use column addition to add 5-digit numbers, decimal numbers and amounts of money; solve problems involving number up to 3 decimal places, choose an appropriate method to solve decimal addition.</p> <p>Express missing number problems algebraically and find pairs of numbers that satisfy equations</p>	<p>Understand negative numbers; calculate small differences between negative numbers and negative and positive numbers; add and subtract negative numbers; compare fractions with unlike, but related, denominators; correctly use the terms fraction, denominator and numerator; understand what improper fractions and mixed numbers are and add fractions with the same denominator, writing the answer as a mixed number</p> <p>Calculate the perimeter, area and volume of shapes, and know their units of measurement; understand that shapes can have the same perimeters but different areas and vice versa; calculate the area of a triangle using the formula $A = \frac{1}{2} b \times h$; find the area of parallelograms using the formula $A = b \times h$; name and describe properties of 3D shapes;</p>	<p>Read and write numbers with up to 7-digits, understanding what each digit represents; work systematically to find out how many numbers round to 5000000; solve subtraction of 5- and 6-digit numbers using written column method (decomposition).</p> <p>Multiply and divide by 10, 100 and 1000; compare and order numbers with up to three decimal places; know common fraction / decimal equivalents; multiply pairs of unit fractions and multiply unit fractions by non-unit fractions</p> <p>Use partitioning to mentally multiply 2-digit numbers with one decimal place by whole 1-digit numbers; multiply numbers with two decimal places; use short multiplication to multiply amounts of money; use estimation to check answers to calculations; use long multiplication to multiply 3-digit and 4-digit numbers by</p>	<p>Solve addition and subtraction multi-step problems in shopping contexts, and add and subtract money using column addition and counting up; add and subtract decimal numbers choosing an appropriate strategy, and add decimal numbers with different numbers of places using column addition; use mathematical reasoning to investigate and solve problems, and solve subtractions of decimal numbers with different numbers of places (2-places) using counting up</p> <p>Calculate and understand the mean average; construct and interpret distance/time line graphs where intermediate points have meaning, including conversion line graphs; understand pie charts are a way of representing data using percentages, interpret and construct pie charts</p>	<p>Revise reading, writing, comparing and ordering numbers with up to seven digits and decimal numbers with up to three decimal places; revise rounding decimal numbers to the nearest tenth and whole number; revise rounding big numbers to the nearest thousand, ten thousand, hundred thousand and million; revise locating a number on a number line marking numbers it lies between; revise comparing and ordering negative numbers including calculating differences between negative numbers and positive and negative numbers</p> <p>Revise adding and subtracting whole numbers and decimal numbers using mental and written methods; revise finding percentages of numbers, converting fractions, decimals and percentages and making comparisons using percentages; revise how brackets can be used in calculation</p>	<p>Revise equivalence simplifying fractions and changing improper fractions into mixed numbers and vice versa; revise adding and subtracting fractions with different denominators, including those which give answers greater than 1; revise multiplying pairs of fractions and multiplying and dividing fractions by whole numbers; solving problems involving ratios; read intermediate points off scales</p> <p>Revise properties and classification of 2D shapes, drawing 2D shapes using ruler, protractor and compasses, parts of a circle and angles in polygons; revise calculating missing angles by knowing angle facts; use a protractor to measure and draw angles in degrees; identify and name acute, right, obtuse and reflex angles; understand perimeter, area and volume; find the perimeter of rectangles, find</p>

<p>involving two unknowns; find missing lengths and angles; understand how brackets can be used in calculation problems; use knowledge of the order of operations to carry out calculations involving the four operations, solve addition and subtraction multi-step problems using knowledge of the order of operations.</p> <p>Convert between grams and kilograms, millilitres and litres, millimetres and centimetres, centimetres and metres, metres and kilometres, and miles and kilometres; revise reading the 24-hour clock and convert 12-hour times to 24-hour; read and write Roman numerals; find time intervals using the 24-hour clock.</p> <p>Use mental addition, column subtraction and Counting up to solve subtractions of amounts of money and word problems; use mathematical reasoning to investigate. Use mental multiplication strategies to</p>	<p>systematically find and compare nets for different 3D shapes.</p> <p>Use mental strategies to divide by 2, 4, 8, 5, 20 and 25; find non-unit fractions of amounts; use short division to divide 3- and 4-digit numbers by 1-digit numbers, including those which leave a remainder; express a remainder as a fraction, simplifying where possible.</p> <p>Add and subtract unit fractions with different denominators including mixed numbers; use mental strategies to find simple percentages of amounts, including money</p> <p>Multiply fractions less than 1 by whole numbers, converting improper fractions to whole numbers; use commutativity to efficiently multiply fractions by whole numbers; divide unit and non-unit fractions by whole numbers; solve word problems involving fractions.</p>	<p>numbers between 10 and 30.</p> <p>Name, classify and identify properties of quadrilaterals; explore how diagonal lines can bisect quadrilaterals; understand what an angle is and that it is measured in degrees; know what the angles of triangles, quadrilaterals, pentagons, hexagons and octagons add to and use these facts and mathematical reasoning to calculate missing angles; recognise and identify the properties of circles and name their parts; draw circles using pairs of compasses; draw polygons using a ruler and a protractor</p> <p>Add and subtract numbers using mental strategies; solve addition of 4- to 7-digit numbers using written column addition; identify patterns in the number of steps required to generate palindromic numbers; solve subtraction of 5-, 6- and 7-digit numbers using written column method (decomposition); solve additions and subtractions choosing mental strategies or written procedures as</p>	<p>Read and plot coordinates in all four quadrants, draw and translate simple polygons using coordinates and find missing coordinates for a vertex on a polygon; draw and reflect simple polygons in both the x-axis and y-axis using coordinates; find unknown angles around a point, on a line, in a triangle or vertically opposite and in polygons where diagonals intersect</p> <p>Multiply 4-digit numbers including those with two decimal places by 1-digit numbers; use long multiplication to multiply 4-digit numbers by numbers between 10 and 30, including those with two decimal places; revise using short division to divide 4-digit by 1-digit and 2-digit numbers including those which leave a remainder, and divide the remainder by the divisor to give a fraction, simplifying where possible, and make approximations; use long division to divide 4-digit by 2-digit numbers, and use a systematic approach to solve problems</p> <p>Generalise a relationship</p>	<p>problems, revise the order of operations for calculations involving the four operations; revise solving missing number problems using inverse operations; revise using trial and improvement to solve equations involving one or two unknowns, and find missing lengths and angles</p> <p>Revise scaling, using mental strategies for multiplying and dividing; revise solving problems involving rate; revise multiplying pairs of 2-digit numbers and finding factors of 2-digit numbers; multiply 3-digit and 4-digit numbers including decimals by whole 1-digit numbers and solve word problems involving multiplication of money and measures; use a systematic approach to solve problems involving multiplication and division, including long multiplication of 3-digit and 4-digit numbers and decimals</p> <p>Revise using short division to find unit fractions of amounts, including decimals, and round answers to money problems according to the context; revise using long division to divide 4-digit by</p>	<p>the area of rectangles, parallelograms and triangles, and find the volumes of cubes and cuboids; revise reading and interpreting different types of data display</p> <p>Use mathematical reasoning to investigate and solve problems, and to estimate and predict; solve problems using doubling, solve calculations with enormous numbers; find out about famous mathematicians including Brahmagupta and John Napier and use their different methods to multiply; use lattice multiplication to solve multiplications of 2-, 3- and 4-digit numbers; begin to compare historical multiplication methods</p> <p>Explore binary numbers; solve mathematical puzzles; including using multiplication facts, find digital roots and look for patterns; explore Fibonacci sequences and Pythagoras' theorem</p>
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	multiply by numbers such as 4, 8, 5, 25, 19, 29 and 99; revise using short multiplication to multiply 4-digit numbers by 1-digit numbers and use this to multiply amounts of money; solve word problems involving multiplication including two-step problems and finding change; use long multiplication to multiply 3-digit and 4-digit numbers by teens numbers.		appropriate; read, understand and solve word problems Identity common factors and common multiples; understand that a prime number has exactly two factors and find prime numbers less than 100; understand what a composite (non-prime) number is; use long division to divide 3- and 4-digit numbers by 2-digit numbers, giving remainders as a fraction, simplifying where possible	between pairs of numbers, express simple formulae in words, then using letters; describe and continue sequences, generalise to predict the tenth term, begin to generalise a term in a sequence using n to stand for the number of the term in a sequence; describe ratio and use ratio to solve problems; find fractions and simplify ratios	2-digit numbers, giving remainders as a fraction, simplifying where possible; revise using long division to divide 3-digit and 4-digit numbers by numbers between 10 and 30, writing the fractional part of the answer as a decimal where equivalents are known; revise calculating the mean average; revise reading and marking coordinates in all four quadrants, draw simple polygons and find missing coordinates on a polygon or line	
Science	Classifying living things by physical attributes Use branching keys. Micro-organisms – harmful and useful. Investigate decaying bread. Composting. Investigate flowers Study earthworms	Light sources. How light travels. Reflections. Make periscopes. Investigate reflective materials. Investigate shadows.	Investigate specific circuits. Test the effect of increase voltage. Circuit diagrams. Investigate effect of different wires in a circuit. Make simple game that relies on electricity. Effect of reversing the current.	Concept of evolution. Predict when specific organisms evolved. Inheritance in humans and animals. Characteristics in dogs. Explore natural selection. Study Darwin's finches. Design a species.	Recap on body systems and organs. Explore the heart and pulse. The circulatory system. Healthy living – balanced diet and exercise. Drugs and their effect on health	Post examination work will involve the following topics taken from Year 7 curriculum: cells and microscopes; circuits; acid reactions.
Geog	<u>OS Map skills</u> - Direction, grid references, distance. <u>Farming</u> – identifying primary, secondary and tertiary economic activities. Types, patterns and changes in farming. Food miles. Diversification. <u>Field Trip to Gore Farm</u>		<u>Environmental Issues</u> : Defining the term environmental issues and global warming and greenhouse gases. Carbon footprint and renewable energy resources. Whole year project related to the Environment. <u>Global location</u> : Uk and Europe, physical and countries		<u>Mountains and Glaciation</u> : Formation of mountain, identification of national and global mountain ranges. Group presentation on formation of mountains. Climate of mountainous regions, graphing. Formation of glaciers and processes of erosion. Cross Curricular Link: English – Day in the life.	
History	Invaders Romans Invade	Invaders Anglo Saxons invade	Invaders Vikings invade	Changing power of monarchs King John, Charles I and Elizabeth II.	Changing power of monarchs Life at the time of Charles I and the	Changing power of monarchs Elizabeth II - a modern monarch.

	Boudicca's challenge Towns, frontiers, the army and roads. Religion and lifestyle	Settlement and building. Farming, religion and lifestyle Sutton Hoo and other hoards.	Sailors and Explorers King Alfred fights the Vikings. Lifestyle and religion Later Saxon kings from Athelstan	This scheme of work looks at the issues faced by all three monarchs. Life at the time of John - the problems he faced with the barons. The Barons War.	problems he faced with Parliament. The English Civil War.	Problems she has faced with the press and public opinion. Diana, Windsor Castle fire.
RS	The Moral Maze (1) How a maze symbolizes dilemmas. Jonah's dilemma Guru Goband Singh's dilemma Actions and consequences: examples from own lives and contemporary examples Religious Dress Moral choices Cross-curricular links: Drama, History PHSE	The Moral Maze (2) Dilemmas in our own lives and the lives of others. Making choices. Preparation for Christmas: Why angels and shepherds? Cross-curricular links; Drama	Hinduism (1) The Aum The Trimurti Divali and the story of Rama and Sita Hindu symbols Comparative religion focus: Worship Cross-curricular links; Drama and Art	Hinduism (2) Inside a mandir Karma and Moksha Ranngoli patterns Preparation for Easter: What happens when we die? Cross-curricular links; Drama and Art	Race and Diversity (1) Stereotypes Discrimination Rosa Parks Martin Luther King Non violence Segregation Discrimination Cross-curricular links: Drama, English, PHSE	Race and Diversity (2) Comparative religion focus: Prejudice and Discrimination in our own society 'I have a dream' Cross-curricular links: Drama, English, PHSE
French	Dates Classroom Colours song Cross Curricular Link: music – adj. agreements Animals	Personal identity Family/pets – descriptions Body song Cross Curricular Link: music	Personal Description Avoir - song link to music Time. Cross Curricular Link: Maths Speaking and Listening Assessments	Personal descriptions - Être Likes/ dislikes	ER Verb group Time Links to maths	Weather Revision of key topics
Music	Songwriter – Exploring lyrics and melody – composing a song with an awareness of the relationship between lyrics and melody. (2 x lessons per week per class in total) Cross Curricular Link: English	Contd.	Who Knows? – Exploring musical processes. Developing an understanding of the process of composing by creating and performing music in response to musical & non-musical stimuli. Cross Curricular Link: PSHE	Contd.	Performing together Developing and demonstrating pupils' ability to take part in a class performance with confidence, expression and control. Cross-Curricular Link: Drama	Contd.

	<p><u>Across the year</u> Whole Class singing in lessons Opportunity to participate in a wide range of large & small ensembles within a variety of concerts</p>					
Art	Still Life Fish Models	The Sea	The Silk Road	The Silk Road	Take One picture	Take One Picture
DT	Health and Safety in the workshop refresher. Mechanical Toy Designing to a brief and context. Developing hand tool skills for accuracy, understanding and application of mechanisms including various cams and levers to achieve the desired movement.		Siege Engines Mechanisms applied to project brief. Groups design a siege engine in attempt to fling a projectile the farthest distance. Use of timber and joints in construction.		Battlebots Using CAD and CAM to design and laser cut a character that is line bent into an upright position. A vibrating motor and circuit is soldered together and applied to the character to create movement.	
Computing	Internet research and creating wikis.	Programming using flowcharts and block coding.	Exploring computer networks.	Travel planning - using media and mapping to document a trip.	Creating a yearbook using Publisher.	Coding - object properties and parameters.
PSHE	Respecting our differences Healthy Minds	Online Safety	Making Sense of the News	Our Interconnected World	Drugs (alcohol and tobacco)	Moral values Puberty (single gender groups)
PE	Gymnastics Trampolining Swimming – NTP: water skills/ stroke development	Gymnastics Trampolining Swimming – NTP: water skills/ stroke development	Gymnastics Trampolining Swimming – NTP: water skills/ stroke development	Gymnastics Trampolining Swimming – NTP: water skills/ stroke development	Tennis Swimming – NTP: water skills/ stroke development	Tennis Swimming – NTP: water skills/ stroke development
Games	Boys: Rugby / Soccer Girls: Hockey/ Netball	Boys: Rugby Girls: Hockey/Netball	Boys: Hockey / X-Country Girls: Netball/ X-Country	Boys: Hockey / X-Country Girls: Netball/ X-Country	Boys: Cricket/Athletics Girls: Cricket/Athletics	Boys: Cricket/Athletics Girls: Cricket/Athletics