



CLAYESMORE  
PREP

## 2020-21 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
<b>English &amp; Drama</b>	<p>THE POWER OF IMAGERY READING Selection of poems centered on a theme Selection of poems which feature literary devices and sound devices Surreal poetry Guided reading Class reader WRITING Poetry</p> <p>LOOKING BACK READING Autobiography and biography - extracts Comprehension - non-fiction Guided reading Class reader WRITING Autobiography or simulated autobiography SPEAKING &amp; LISTENING AND DRAMA Poetry off by heart Create characters Hot-seating Active listening skills and strategies Dramatic conventions</p>	<p>NARRATIVE GENRE READING Narrative viewpoint Story openings, blurbs Short stories from different genres Extracts from films and film trailers Comprehension - short story Guided reading Class reader WRITING Narrative viewpoint Short story openings Short story SPEAKING &amp; LISTENING AND DRAMA Create scenes/characters from different genres Subvert the above Active listening skills and strategies Dramatic conventions SPELLING, PUNCTUATION &amp; GRAMMAR Verbs (types) Verb tense Adverbs Punctuation Spelling scheme</p> <p>ASSESSMENT</p>	<p>FINDING A VOICE READING Arguments, balanced and one-sided Fact, opinion and bias Guided reading Comprehension - non-fiction Class reader WRITING One-sided argument Balanced argument SPEAKING &amp; LISTENING AND DRAMA Formal debate Active listening skills and strategies Dramatic conventions SPELLING, PUNCTUATION &amp; GRAMMAR Phrases and clauses Simple, complex and compound sentences Connectives for arguments Punctuation Spelling scheme</p> <p>ASSESSMENT PRA Spring reading assessment</p>	<p>SHORT STORIES WITH FLASHBACKS READING Flashback openings 'Hajj' Guided reading Comprehension - 'Hajj' Class reader WRITING Flashback opening Short story with a flashback using 'Hajj' as a model SPEAKING &amp; LISTENING AND DRAMA Scenes from 'Hajj' Scenes from Dunkirk Hot seating Active listening skills and strategies Dramatic conventions SPELLING, PUNCTUATION &amp; GRAMMAR Direct &amp; reported speech Pronouns Punctuation Spelling scheme</p> <p>ASSESSMENT Unaided writing - teacher assessment</p>	<p>FORMAL &amp; INFORMAL LANGUAGE READING Informal and formal texts Guided reading Comprehension - non-fiction WRITING Informal texts Formal letter of complaint</p> <p>TWISTED FAIRY STORIES READING Traditional fairy tales Subverted fairy tales Character studies WRITING Plan and draft a subverted fairy story SPEAKING &amp; LISTENING AND DRAMA Using language in formal and informal environments Devising subverted fairy tale scenes Fairy tales: key scenes and character studies Active listening skills and strategies Dramatic conventions</p>	<p>'MACBETH' READING Shakespearean insults Narrative version of 'Macbeth' Animated Tales/BBC Teach Extracts from 'Macbeth' Guided reading WRITING Costumes and set design Script-writing Charm using rhyming couplets SPEAKING &amp; LISTENING AND DRAMA Act 1:1 off by heart Dramatise scenes from Macbeth' Active listening skills and strategies Dramatic conventions SPELLING, PUNCTUATION &amp; GRAMMAR Apostrophe – omission &amp; possession Punctuation Spelling scheme</p> <p>ASSESSMENT Unaided writing - teacher assessment</p>

	<p>SPELLING, PUNCTUATION &amp; GRAMMAR Types of nouns &amp; noun phrases Adjectives &amp; synonyms Thesaurus work Conjunctions &amp; connecting words and phrases Basic punctuation Spelling scheme</p> <p>ASSESSMENT PRA Autumn reading assessment</p>	Unaided writing - teacher assessment			<p>SPELLING, PUNCTUATION &amp; GRAMMAR Topic &amp; support sentences Active &amp; passive voice Paragraphing Punctuation Spelling scheme</p> <p>ASSESSMENT PRA Summer reading assessment</p>	
<b>Maths</b>	<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</p>	<p>Understand negative numbers; calculate small differences between negative numbers 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</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 a 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</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</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;</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</p>

<p>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 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</p>	<p>and vice versa; calculate the area of a triangle using the formula <math>A = \frac{1}{2} b \times h</math>; find the area of parallelograms using the formula <math>A = b \times h</math>; name and describe properties of 3D shapes; 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</p>	<p>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 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</p>	<p>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>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</p>	<p>revise finding percentages of numbers, converting fractions, decimals and percentages and making comparisons using percentages; revise how brackets can be used in calculation 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>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 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</p>
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	<p>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 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.</p>	<p>word problems involving fractions.</p>	<p>subtraction of 5-, 6- and 7-digit numbers using written column method (decomposition); solve additions and subtractions choosing mental strategies or written procedures as appropriate; read, understand and solve word problems</p> <p>Identify 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</p>	<p>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 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 <math>n</math> to stand for the number of the term in a sequence; describe ratio and use ratio to solve problems; find fractions and simplify ratios</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 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</p>	<p>facts, find digital roots and look for patterns; explore Fibonacci sequences and Pythagoras' theorem</p>
<b>Science</b>	<p>Classifying living things by physical attributes</p>	<p>Light sources. How light travels. Reflections. Make periscopes.</p>	<p>Investigate specific circuits. Test the effect of increased voltage.</p>	<p>Concept of evolution.</p>	<p>Recap on body systems and organs.</p>	<p>Post examination work will involve the following</p>

	Use branching keys. Micro-organisms – harmful and useful. Investigate decaying bread. Composting. Investigate flowers Study earthworms	Investigate reflective materials. Investigate shadows.	Circuit diagrams. Investigate effect of different wires in a circuit. Make a simple game that relies on electricity. Effect of reversing the current.	Predict when specific organisms evolved. Inheritance in humans and animals. Characteristics in dogs. Explore natural selection. Study Darwin's finches. Design a species.	Explore the heart and pulse. The circulatory system. Healthy living – balanced diet and exercise. Drugs and their effect on health	topics taken from Year 7 curriculum: cells and microscopes; circuits; acid reactions.
<b>Geog</b>	<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. <u>OS Map skills</u> - Direction, grid references, distance.		<u>Japan</u> Location Physical geography - climate, mountains, earthquakes Human geography - cities, culture, economic activity Comparative study <u>Global location:</u> UK and Europe, physical and countries		<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. Whole year project related to the Environment.	
<b>History</b>	<b>Invaders</b>  Romans Invade  Boudicca's challenge Towns, frontiers, the army and roads. Religion and lifestyle	<b>Invaders</b>  Anglo Saxons invade  Settlement and building. Farming, religion and lifestyle Sutton Hoo and other hoards.	<b>Invaders</b>  Vikings invade  Sailors and Explorers King Alfred fights the Vikings. Lifestyle and religion	<b>Changing power of monarchs</b>  King John, Charles I and Elizabeth II. 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.	<b>Changing power of monarchs</b>  Life at the time of Charles I and the problems he faced with Parliament. The English Civil War.	<b>Changing power of monarchs</b>  Elizabeth II - a modern monarch. Problems she has faced with the press and public opinion. Diana, Windsor Castle fire.
<b>RS</b>	<b>The Moral Maze (1)</b>  How a maze symbolizes dilemmas.  Jonah's dilemma  Guru Goband Singh's dilemma  Actions and consequences: examples from own lives and contemporary examples	<b>The Moral Maze (2)</b>  Dilemmas in our own lives and the lives of others.  Making choices.  Preparation for Christmas: Why angels and shepherds?  Cross-curricular links; Drama	<b>Hinduism (1)</b>  The Aum  The Trimurti  Divali and the story of Rama and Sita  Other Hindu Gods: Ganesh  Hindu symbols  Comparative religion focus: Worship	<b>Hinduism (2)</b>  Inside a mandir  Karma and Moksha  Ranngoli patterns  Preparation for Easter: What happens when we die?  Cross-curricular links; Drama and Art	<b>Race and Diversity (1)</b>  Stereotypes  Discrimination  Rosa Parks Martin Luther King Non violence  Segregation  Discrimination  Cross-curricular links:	<b>Race and Diversity (2)</b>  Comparative religion focus:  Prejudice and Discrimination in our own society  'I have a dream'  Are we racist? Contemporary examples of racism.  Cross-curricular links:

	Religious Dress Moral choices  Cross-curricular links: Drama, History PHSE		Cross-curricular links; Drama and Art		Drama, English, PHSE	Drama, English, PHSE
<b>French</b>	<u>Topics</u> Personal description and of other people/objects French speaking parts of the world  <u>Grammar</u> Present tense of <i>avoir</i> Indefinite article: <i>un, une, des</i> Nouns and articles Adjectives of nationality How to say 'in' + a country ( <i>au, en</i> )	<u>Topics</u> School subjects Friends and Family Christmas in France <u>Grammar</u> Present tense of <i>être</i>  Pronouns ( <i>le/la/les</i> ) Adjective agreement Possessive adjectives Connectives Comparisons	<u>Topics</u> Talking about where you live and different places Leisure activities Personal possessions Animals  <u>Grammar</u> Use <i>j'</i> with verbs beginning with a vowel Present tense of regular <i>-er</i> verbs (1st/2nd/3rd person singular) Irregular verbs ( <i>je vais, je fais</i> ) Adjective agreement Perfect and imperfect tenses	<u>Topics</u> Food and drink Going to a restaurant  <u>Grammar</u> The partitive: <i>du, de la, de l', des</i> Negative forms: <i>ne ... pas/jamais</i> <i>Pouvoir</i> + infinitive <i>Je voudrais</i> + noun/verb <i>Il faut</i> + noun/verb Verb + infinitive: <i>aimer, je voudrais</i>	<u>Topics</u> Places in a town Directions  <u>Grammar</u> Word order (position of adjectives) Saying 'there is' and 'there isn't' Saying 'to the' and 'at the' The imperative <i>Vouloir</i> and <i>pouvoir</i>	<u>Topics</u> Clothes Leisure Music  <u>Grammar</u> Present tense of regular <i>-er</i> verb and present tense of <i>faire</i> Reflexive verbs Time expressions Possessive adjectives ( <i>son/sa/ses</i> )
<b>Music</b>	<b>Breaktime:</b>  Individual composition using a tetrachord to a backing loop; Binary and Ternary form.	<b>Basslines:</b>  Notes on the bass staff; bass instruments.	<b>Songwriter:</b>  Writing song lyrics. Listen to / discuss lyrics and melody. Rewrite lyrics. Intro to Rap / Hip-Hop. Compose own rap song.	<b>Musical Symbols:</b>  Musical indications; ledger lines; revision of music theory (note values / names / rests); rhythm; simple and compound time; dynamics / tempo / instruments / mood / genre / form.	<b>Fanfares:</b>  Listening to fanfares; performing and creating fanfares for a special occasion.	<b>Performing Together:</b>  Class performing together a folk song or musical theatre song or instrumental piece (learner choice and vote).
<u>Throughout the Year</u> Each term topics will be chosen and possibly mixed from the above selections, with activities appropriate to current Government COVID guidelines. Whole class singing occurs regularly in lessons, chapel and in choirs. (Sep 2020: Singing will only be carried out following the safety guidelines issued and updated by the Government). There will be opportunities to join a range of ensembles as the year progresses.						
<b>Art</b>	Holy Cow	Symbols in Art	Kites / Leger	Inky	Take One picture	Banners
<b>DT</b>	Health and Safety in the workshop refresher. Mechanical Toy		Siege Engines Mechanisms applied to project brief. Groups design a siege engine in attempt		Battlebots Using CAD and CAM to design and laser cut a character that is line bent into an	

	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.		to fling a projectile the farthest distance. Use of timber and joints in construction.		upright position. A vibrating motor and circuit is soldered together and applied to the character to create movement.	
<b>Computing</b>	Internet research and creating wikis.	Animated stories on Scratch	Exploring computer networks.	An introduction to spreadsheets	HTML - formatting and adding colour to web pages	Coding -more complex variables
<b>PSHE</b>	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)
<b>PE</b>	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
<b>Games</b>	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

- Please note PE/Games activities/sports may need to change due to Covid-19 restrictions