

## Avonwood Primary School Year 6 Curriculum Map

5			CODING			
	AUTUMN		SPRING		SUMMER	
Term	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Big Question(s)	How can we learn to 'think outside the box'?	Can history guide us in making our world a better place?	Do our actions impact the lives of others?	Do the choices we make change who we are?	Should we let the desires of others influence our morals?	How does adapting ensure survival?
Question(s)		Letters From the Lighthouse	Frankenstein		Macbeth	The Land of Neverbelieve
	The London Eye Mystery by Siobhan Dowd	by Emma Carroll	by Mary Shelley	<b>Pig Heart Boy</b> by Malorie Blackman	by William Shakespeare	by Norman Messenger
		Emma Carroll	by Widry Sheney	Mar Conscuence State Sta	by William Shakespeare	by Norman Wessenger
		LETTERS		DIO		
Reading	THE	IGHTHOUSE		PIU	Mr. William	
0	UNSTERY	Lunneose	TRANKENSTEIN	HEART	SharesDeales	
Key Text			and the second sec	DOV	Plays	THE LAND OF EVERBELIEVE
		State of the second	JHELET CAR	DUI	Shine Paper	NORMAN MESSENCER
	1				Marcia Wittaw	T
	the second se	LSC instantions with the second		blackman Keley d'é longer velonge konstanter		Calman and a stream.
Earth Charter	Earth	Family Past	Life Family	Life	Interconnected	Past
	Future	Peace	Love	Peace	Past	Interconnected
Links		reace	Love			
Launch	Solve a mystery task	WW2 day	Al Sylvester talk	Exploring orchestra	Shakespeare workshop	Explorer day – Forest schools
Event			-,			····
Finale Event	Sharing of work	Carols to parents	Fundraising - refugees	Present Moth retellings and artwork	Heart dissection - Cardiac specialist visit	End of year play to parents
Visitors	Sutton Hoo	National Holocaust Museum	Inspirational role models	Crazy Creatures	End of year residential	End of year play to parents
and visits	The London Fue Mustern	Latters From the Lighthouse	Fuendametein	Die Heert Deu	Bashash	The Lond of Noverbalieur
	The London Eye Mystery by Siobhan Dowd	Letters From the Lighthouse by Emma Carroll	Frankenstein	Pig Heart Boy by Malorie Blackman	Macbeth by William Shakespeare	The Land of Neverbelieve by Norman Messenger
	by Slobhall Dowd	by Emina Carron	by Mary Shelley		by William Shakespeare	by Norman Messenger
	- give / explain the meaning of words in	- give / explain the meaning of words in	- give / explain the meaning of words in	- give / explain the meaning of words in	- give / explain the meaning of words in context	- give / explain the meaning of words in
	context	context	context	context	- retrieve and record information / identify key details	context
	- retrieve and record information / identify	- retrieve and record information /	<ul> <li>retrieve and record information /</li> </ul>	- retrieve and record information / identify	from fiction and non-fiction	- retrieve and record information / identify
	key details from fiction and non-fiction	identify key details from fiction and non-	identify key details from fiction and	key details from fiction and non-fiction	- summarise main ideas from more than one	key details from fiction and non-fiction
	- summarise main ideas from more than	fiction	non-fiction	- summarise main ideas from more than	paragraph	- summarise main ideas from more than
	one paragraph	- summarise main ideas from more than	- summarise main ideas from more	one paragraph	- make inferences from the text / explain and justify	one paragraph
	- make inferences from the text / explain	one paragraph	than one paragraph	- make inferences from the text / explain	inferences with evidence from the text	- make inferences from the text / explain
Reading	and justify inferences with evidence from	- make inferences from the text / explain	- make inferences from the text /	and justify inferences with evidence from	<ul> <li>predict what might happen from details stated and</li> </ul>	and justify inferences with evidence from
Core text	the text	and justify inferences with evidence from	explain and justify inferences with	the text	implied	the text
COTE LEAL	- predict what might happen from details	the text	evidence from the text - predict what might happen from	- predict what might happen from details	- identify / explain how information / narrative	- predict what might happen from details
	stated and implied	- predict what might happen from details	details stated and implied	stated and implied	content is related and contributes to meaning as a	stated and implied
	- identify / explain how information /	stated and implied	- identify / explain how information /	- identify / explain how information /	whole	- identify / explain how information /
	narrative content is related and	- identify / explain how information /	narrative content is related and	narrative content is related and contributes	- identify / explain how meaning is enhanced through	narrative content is related and
	contributes to meaning as a whole - identify / explain how meaning is	narrative content is related and contributes to meaning as a whole	contributes to meaning as a whole	to meaning as a whole - identify / explain how meaning is	choice of words and phrases - make comparisons within the text	contributes to meaning as a whole - identify / explain how meaning is
	enhanced through choice of words and	- identify / explain how meaning is	- identify / explain how meaning is	enhanced through choice of words and		enhanced through choice of words and
	phrases	enhanced through choice of words and	enhanced through choice of words and	phrases		phrases
	- make comparisons within the text	phrases	phrases	- make comparisons within the text		- make comparisons within the text
		- make comparisons within the text	- make comparisons within the text			
	Science texts – The history of electricity;	(Auto)biography – Charles Darwin and	Science texts – the light spectrum;	Science texts – micro-organisms	Science texts – Circulatory System; The Heart;	Science texts – chemical reactions;
	Thomas Edison	Mary Anning	sense of sight; My Shadow by Robert		Preventing Coronary Heart Disease – NHS Advice	chromatography; Heston's crazy recipes
			Louis Stevenson	(Auto)biography – Carolus Linnaeus; David	Healthy Eating; Cloning	
Denali	Geography texts - How do solar panels	Non-fiction texts – Theory of Evolution		Attenborough; Alexander Fleming		The Man Who Walked Between the
Reading	work?		<b>'Thriller' book passages</b> – Room 13;		Playscripts - variety	Towers (picture book)
Additional		Farther (picture book)	Coraline	Evolution book - <b>Moth</b> by Isabel Thomas		by Mordicai Gerstein
texts	Mystery book passages – Beetle Boy;	by Grahame Baker-Smith			Poem – The Lady of Shalott by Alfred Tennyson	
	Simply the Quest	– link to WW1	Myths and Legends – Medusa	Non-fiction texts – The Dangers of Smoking		Poem – Caged Bird by Maya Angelou (Links
					Song – Be Prepared (The Lion King 2019 version)	to PSHE)
		Lion and Unicorn (short story)	Play script – Pandora's box			



	Poem – The Listeners by Walter de La         Mere         Song – Waving Through a Window (Dear         Evan Hansen)         Poetry: Poetry Please: The Seasons –         Various         (1 week)         -       Basic word families (verbs, adverbs, nouns, adjectives, determiners)         -       Main clauses	<ul> <li>(Auto)biography – Winston Churchill; Anne Frank; Alan Turing</li> <li>Poem – Dulce et Decorum est by Wilfred Owen</li> <li>Song – Speechless (Aladdin)</li> <li>Creating a New Chapter: SeaBEAN – Sarah Holding (3 weeks)         <ul> <li>Co-ordinating conjunctions (compound sentence)</li> <li>Subordinating conjunctions (opener and end – complex sentences)</li> </ul> </li> </ul>	Multi-text Storytelling: The Arrival – Shaun Tan (4 weeks) - Hyphenated words - Ellipsis, dash to break off speech - Pronouns and possessive pronouns	<ul> <li>(Auto)biography – athlete - Jessica Ennis- Hill;</li> <li>Poem - If by Rudyard Kipling</li> <li>Song – Out There (The Hunchback of Notre Dame)</li> <li>Discussion: What is Right and Wrong? Who Decides? Where Do Values Come From?</li> <li>And Other Big Questions - Michael Rosen &amp; Annemarie Young (3 weeks)         <ul> <li>Write sentences with different forms (statement, question, command and exclamation)</li> </ul> </li> </ul>	Modern Retelling: Shakespeare Mr W Shakespeare's Plays - Marcia William - Formality in dialogue to con - Progressive tense - Perfect tense - Direct and reported speech - Dashes for cutting off thoug
English and Grammar (*in addition to UL)	<ul> <li>Capital letters, full stops, question marks, exclamation marks</li> <li>Subjunctive verb form</li> <li>Creating Narrative - Quest: How To Train Your Dragon –Cressida Cowell (2 weeks)</li> <li>Cohesive devices within paragraphs</li> <li>Contractions</li> <li>Dialogue – direct speech (inverted commas)</li> <li>Relative pronouns and relative clauses</li> <li>Verb tenses</li> <li>Brackets, dashes and commas for parenthesis</li> <li>Informative Writing - Experimenting with Formality &amp; Voice: Fantastic Beasts and Where to Find Them – JK Rowling (3 weeks)</li> <li>Hyphens and commas to avoid ambiguity</li> <li>Semi-colons for independent clauses</li> <li>Modal verbs</li> <li>Prepositions</li> <li>Add specific detail using precise adjectives, nouns and prepositional phrases (i.e. expanded noun phrases)</li> <li>Cohesive devices across paragraphs</li> </ul>	<ul> <li>Subordinate clause openers – SUBWAI, -ed and –ing</li> <li>Fronted adverbials</li> <li>Persuasion - Reducing Waste Campaign: tourism leaflets, government posters, products adverts (2 weeks)</li> <li>Simple tense – past and present (SVO)</li> <li>Active and passive voice</li> <li>Use organisational and presentational devices (bullet points, commas for lists, subheadings)</li> <li>Brackets, dashes and commas for parenthesis</li> </ul>	<ul> <li>Biographies: Little Leaders - Vashti Harrison (2 weeks)</li> <li>Use semi-colons, colons and dashes for independent clauses (singular and double dashes)</li> <li>Use passive voice to present information in a different way</li> <li>Brackets, commas and dashes for parenthesis</li> <li>Reported speech</li> <li>Apostrophes for possession</li> </ul>	<ul> <li>Careful use of adverbs and modal verbs</li> <li>Subjunctive verb form</li> </ul> Narrative non-fiction: Core text: Moth – An Evolution Story/ Fox – A Circle of Life Story – Isabel Thomas (2 weeks) <ul> <li>Embedded clause recap</li> <li>Commas to avoid ambiguity</li> </ul>	Journalism: Critical literacy and bias V current news articles (3 weeks) - Use organisational and prese devices (e.g. columns, bullet headings) - Debate techniques
	Cross-curricular links/Additional writing pieces: Persuasive letter/diary extract – links to topic	Cross-curricular links/Additional writing pieces: Setting description - description of air raid bombing and destruction – links to Reading core text	Cross-curricular links/Additional writing pieces: Suspense writing	Cross-curricular links/Additional writing pieces: Pere Lachaise (literacy shed) video – additional suspense/show not tell	Cross-curricular links/Additional writ Letter - complaint to restaurant
	National Poetry Day	- Effective use of show not tell	Short sentences     Sentence length to convey     suspense and tension	Explanatory Text - circulatory system – links to science	

n texts	Song – Colours of the Wind (Pocahontas)
	5
<sup>.</sup> William	Class Anthology: Book of Hopes –
ams' (4 weeks)	Katherine Rundell (3 weeks)
onvey character	
	Fact or Fiction – Independent research
	project: History's Mysteries - National
ch	Geographic Kids
ughts	(2 weeks)
s Variety of	
esentational	
lets, tables,	
riting pieces:	Cross-curricular links/Additional writing pieces:
	Brochure – encourage public to visit 'The
	Land of Neverbelieve' – links to Reading
	core text
	Fact file on animal – The Land of
	Neverbelieve – links to Reading core text

<ul> <li>Press particles</li> <li>Provide profile set extends</li> <li>John and days</li> <li>John and days</li></ul>						
<ul> <li>Read, write, order and compare munities is to 200 000 and digite in the same common factors to angulate to represent fa</li></ul>	Spelling	<ol> <li>Plurals (leaf - leaves)</li> <li>Recap ous (nouns to adjectives)</li> <li>i before e</li> <li>Convert nouns or verbs into adjectives using suffix 'ful' and 'fully' too</li> <li>tious / cious</li> </ol>	<ul> <li>9able and -ably</li> <li>10Ible and -ibly</li> <li>11. Words with a 'soft c' spelled 'ce'</li> <li>12. Homophones1</li> </ul>	<ol> <li>15ance</li> <li>16. Words ending -gue and -que</li> <li>17. Words ending -sure and -ture</li> <li>18. Words with 'ou' spelt 'u'</li> </ol>	<ol> <li>Sion or ssion</li> <li>Recap - silent letters</li> <li>Prefix and meaning (de, dis, mis, re,</li> </ol>	<ul> <li>24. Words with /s/ sound spelled '25. Etymology of Shakespearean la</li> <li>26. Revision and test strategies</li> </ul>
calculate decimal fraction equivalents       • Draw and translate simple shapes on         [for example, 0.375] for a simple       the coordinates plane, and reflect         fraction [for example ¾]       them in the axis	Maths	<ul> <li>Read, write, order and compare numbers up to 10 000 000 and determine the value of each digit</li> <li>Round any whole number to a required degree of accuracy</li> <li>Use negative numbers in context, and calculate intervals across zero</li> <li>Solve number and practical problems that involve all of the above.</li> <li>Addition, subtraction, multiplication and division</li> <li>Multiply multi-digit numbers up to 4 digits by a two-digit whole number using the formal written method of long multiplication</li> <li>Divide numbers up to 4 digits by a two-digit whole number using the formal written method of long division, and interpret remainders, fractions, or by rounding, as appropriate for the context</li> <li>Divide numbers up to 4 digits by a two-digit number using the formal written method of long division where appropriate, interpreting remainders according to the context</li> <li>Perform mental calculations, including with mixed operations and large numbers</li> <li>Identify common factors, common multiples and prime numbers</li> <li>Use their knowledge of the order of operations to carry out calculations involving the four operations</li> <li>Solve addition and subtraction multistep problems in contexts, deciding which operations and methods to use and why</li> <li>Solve estimation to check answers to calculations and determine, in the context of a problem, an appropriate degree of accuracy.</li> </ul>	<ul> <li>percentages)</li> <li>Use common factors to simplify fractions; use common multiples to express fractions in the same denomination</li> <li>Compare and order fractions, including fractions &gt; 1</li> <li>Add and subtract fractions with different denominators and mixed numbers, using the concept of equivalent fractions</li> <li>Multiply simple pairs of proper fractions, writing the answer in its simplest form [for example, ¼ × ½ = ½]</li> <li>Divide proper fractions by whole numbers [for example, ⅓ ÷ 2 = ½]</li> <li>Recall and use equivalences between simple fractions, decimals and percentages, including in different contexts.</li> <li>Recognise the per cent symbol (%) and understand that per cent relates to "number of parts per 100", and write percentages as a fraction with denominator 100, and as a decimal fraction</li> <li>Solve problems which require knowing percentage and decimal equivalents of 1/2, 1/4, 1/5, 2/5, 4/5 and fractions with a denominator of</li> </ul>	<ul> <li>Solve problems involving the relative sizes of two quantities, where missing values can be found by using integer multiplication and division facts</li> <li>Solve problems involving the calculations of percentages (e.g. Of measures) such as 15% of 360 and the use of percentages for comparison</li> <li>Solve problems involving similar shapes, where the scale factor is known or can be found</li> <li>Solve problems involving unequal sharing and grouping using knowledge of fractions and multiples</li> <li>Algebra</li> <li>Use simple formulae</li> <li>Generate and describe linear number sequences</li> <li>Express missing number problems algebraically</li> <li>Find pairs of numbers that satisfy an equation with two unknowns</li> <li>Enumerate possibilities of combinations of two variables.</li> <li>Measurement</li> <li>Recognise that shapes with the same areas can have different perimeters and vice versa</li> <li>Recognise when it is possible to use formulae for area and volume of shapes</li> <li>Calculate the area of parallelograms and triangles</li> <li>Calculate, estimate and compare volume of cubes and cuboids using standard units, including cubic centimetres (cm<sup>3</sup>) and cubic metres (m<sup>3</sup>), and extending to other units [for example, mm<sup>3</sup> and</li> </ul>	<ul> <li>Solve problems involving the calculation and conversion of units of measure, using decimal notation up to three decimal places where appropriate</li> <li>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</li> <li>Convert between miles and kilometres</li> <li>Geometry (Missing angles)</li> <li>Recognise angles where they meet at a point, are on a straight line, or are vertically opposite, and find missing angles.</li> <li>Know angles are measured in degrees: estimate and compare acute, obtuse and reflex angles</li> <li>Draw given angles, and measure them in degrees (o)</li> <li>Identify: angles at a point and 1 whole turn (total 3600); angles at a point on a straight line and half a turn (total 1800); other multiples of 900</li> <li>Use the properties of rectangles to deduce related facts and find missing lengths and angles</li> <li>Distinguish between regular and irregular polygons based on reasoning about equal sides and angles.</li> <li>Geometry - Properties of Shape</li> <li>Draw 2-D shapes using given dimensions and angles</li> <li>Recognise, describe and build simple 3-D shapes, including making nets</li> <li>Compare and classify geometric shapes based on their properties and sizes and find unknown angles in any triangles, quadrilaterals, and regular polygons</li> <li>Illustrate and name parts of circles, including radius, diameter and circumference and know that the diameter is twice the radius</li> <li>Geometry - Position and Direction</li> <li>Describe positions on the full coordinates grid (all four quadrants)</li> </ul>	<ul> <li>Interpret and construct pie cha and use these to solve problem</li> <li>Calculate and interpret the me</li> <li>complete, read and interpret in tables, including timetables.</li> </ul>

l 'sc'	27. Etymology (including American and
language	British spelling)
harts and line graphs mean as an average. information in	<ul> <li>Preparation for secondary school</li> <li>Algebra – more complex equations, simplifying. X + y etc.</li> <li>Statistics – mean, mode, median, range.</li> <li>Creating surveys and analysing data.</li> <li>Investigations</li> </ul>

	Identify the value of each digit in					
	numbers given to three decimal					
	places and multiply and divide					
l.	numbers by 10, 100 and 1000 giving					
l.	answers up to three decimal places					
I						
,	Multiply one-digit numbers with up					
,	to two decimal places by whole					
,	numbers					
,	• Use written division methods in cases					
,	where the answer has up to two					
l.	decimal places					
	THEOLOGY	THEOLOGY	SOCIAL SCIENCES	PHILOSOPHY	SOCIAL SCIENCES	
l.	Christianity	Christianity	Hindu Dharma	What do philosophers teach us about life's	Christianity/Hindu Dharma/Islam/Humanism/Sikhi	
				purpose?		
RE	Why is the resurrection significant for	Are religion & science in conflict?	In what diverse ways do Hindus build a	purpose.	How is an understanding of life's purpose reflected in pe	ople's lives? (local choice)
l.	Christians?	5	sense of community?	Self & Soul	Diverse expression of purpose in lived worldviews	
l.		Creation, interpretation, diversity of		Sell & Soul		
l.	Different gospel narratives, truth claims,	opinion	Festivals & Pilgrimage			
l.		opinion	Festivals & Fighthage			
	salvation Roing Mo in My World	Colobrating Difference	Dreams and Goals	Hoolthy Mo	Polationshins	Changing Ma
	Being Me in My World	Celebrating Difference		Healthy Me	Relationships	Changing Me
	My Year Ahead	Am I Normal?	Personal Learning Goals	Food	My Relationship Web	My Self Image
	Being a Global Citizen	Understanding Disability	Steps to Success	Drugs	Love and Loss	Puberty
PSHE	The Learning Charter	Power Struggles	My Dream for the World	Alcohol	Power and Control	Girl Talk/Boy Talk
	Our Learning Charter	Why Bully?	Helping to Make a Difference	Emergency Aid	Being Safe with Technology	Babies – Conception to Birth
	Owning Our Learning Charter	Celebrating Difference	Recognising Our Achievements	Emotional and Mental Health		Attraction
	0			Managing Stress		Transition to Secondary School
	Outdoor:	Outdoor:	Outdoor:	Outdoor 1:	Outdoor:	Outdoor 1:
,						
,	Cross country	Invasion games: Basketball	Volleyball	Hockey	Athletics track and field	Batting and fielding: cricket
I	(Bikeability)					(Bikeability)
PE		Indoor:	Indoor:	Outdoor 2:	Outdoor:	
,	Indoor:	Yoga	Dance	Invasion games: Tag Rugby	OAA	Outdoor 2:
,	Gymnastics					Tennis
	,					
	Electricity	Evolution and inheritance	Light	Further classification	Functions of the human body	Physical and chemical changes
l.	Physics	Biology	Physics	Biology	Biology	Chemistry
	1195105	Biology	i iiysics	Biology	biology	chemistry
	Circuit symbols and diagrams	Animal and plant adaptations	Shadows	Invertebrates	Respiration and the importance of blood	Separating mixtures - distillation
Calanaa	Circuit symbols and diagrams	• •				
Science	Batteries	Variation within species	Sight	Arthropods	The heart and the circulatory system	Separating mixtures – paper
	Series Circuits	Darwin's theory of selection	Colour Vision	Plants	Blood vessels	chromatography
,	Parallel Circuits	Fossils and evidence of evolution	Visual Impairments	Fungi	Exercise and heart rate	Chemical and physical changes
,	Electricity in the home	Evolutionary biology - scientists	Reflections	Microorganisms	Staying healthy	Evidence for chemical change
l.			Using Reflections	Bacteria and disease	Drugs and smoking	Rusting
			0			
	Computing systems and networks	Programming	Creating Media	Data and information	Programming	Creating media
	• • • • • • • • •		<b></b>			
	Communication: Exploring how we find	Variables in games: Discovering what	3D modelling: Developing knowledge	Spreadsheets: Organising data into columns	Sensing: Building in and testing a simple program in	Webpage creation: Identifying what
	information on the Worldwide Web,	variables are and relate them to real-	<b>3D modelling:</b> Developing knowledge and understanding of using a computer	<b>Spreadsheets:</b> Organising data into columns and rows to create their own data set.	Sensing: Building in and testing a simple program in the programming	makes a good web page and using this
			• • • •			makes a good web page and using this
	information on the Worldwide Web,	variables are and relate them to real-	and understanding of using a computer	and rows to create their own data set.	the programming	makes a good web page and using this
	information on the Worldwide Web, through learning how search engines work	variables are and relate them to real- world examples of values that can be set	and understanding of using a computer to produce 3D models	and rows to create their own data set. What is a spreadsheet?	the programming	makes a good web page and using this information to design and evaluate the
Computing	information on the Worldwide Web, through learning how search engines work Internet addresses	variables are and relate them to real- world examples of values that can be set and changed	and understanding of using a computer to produce 3D models Introduction to 3D modelling	and rows to create their own data set. What is a spreadsheet? Modifying spreadsheets	the programming environment before transferring it to their micro bit.	makes a good web page and using this information to design and evaluate the own website
Computing	information on the Worldwide Web, through learning how search engines work Internet addresses Data packets	variables are and relate them to real- world examples of values that can be set and changed Introducing variable	and understanding of using a computer to produce 3D models Introduction to 3D modelling Modifying 3D objects	and rows to create their own data set. What is a spreadsheet? Modifying spreadsheets What is the formula?	the programming environment before transferring it to their micro bit. The microbit	makes a good web page and using this information to design and evaluate the own website What makes a good website?
Computing	information on the Worldwide Web, through learning how search engines work Internet addresses Data packets Working together	variables are and relate them to real- world examples of values that can be set and changed Introducing variable Variables in programming	and understanding of using a computer to produce 3D models Introduction to 3D modelling Modifying 3D objects Make your own name badge	and rows to create their own data set. What is a spreadsheet? Modifying spreadsheets What is the formula? Calculate and duplicate	the programming environment before transferring it to their micro bit. The microbit Go with the flow	makes a good web page and using this information to design and evaluate the own website What makes a good website? How would you layout your website?
Computing	information on the Worldwide Web, through learning how search engines work Internet addresses Data packets	variables are and relate them to real- world examples of values that can be set and changed Introducing variable	and understanding of using a computer to produce 3D models Introduction to 3D modelling Modifying 3D objects	and rows to create their own data set. What is a spreadsheet? Modifying spreadsheets What is the formula?	the programming environment before transferring it to their micro bit. The microbit	makes a good web page and using this information to design and evaluate the own website What makes a good website?
Computing	information on the Worldwide Web, through learning how search engines work Internet addresses Data packets Working together	variables are and relate them to real- world examples of values that can be set and changed Introducing variable Variables in programming Improving a game	and understanding of using a computer to produce 3D models Introduction to 3D modelling Modifying 3D objects Make your own name badge Make your own desk tidy	and rows to create their own data set. What is a spreadsheet? Modifying spreadsheets What is the formula? Calculate and duplicate Event planning	the programming environment before transferring it to their micro bit. The microbit Go with the flow Sensing inputs	makes a good web page and using this information to design and evaluate the own website What makes a good website? How would you layout your website?
Computing	information on the Worldwide Web, through learning how search engines work Internet addresses Data packets Working together Shared working How we communicate	variables are and relate them to real- world examples of values that can be set and changed Introducing variable Variables in programming Improving a game Designing a game	and understanding of using a computer to produce 3D models Introduction to 3D modelling Modifying 3D objects Make your own name badge Make your own desk tidy Planning your own 3D model	and rows to create their own data set. What is a spreadsheet? Modifying spreadsheets What is the formula? Calculate and duplicate	the programming environment before transferring it to their micro bit. The microbit Go with the flow Sensing inputs Finding your way	makes a good web page and using this information to design and evaluate the own website What makes a good website? How would you layout your website? Copy Right or copy wrong? How does it look?
Computing	information on the Worldwide Web, through learning how search engines work Internet addresses Data packets Working together Shared working	variables are and relate them to real- world examples of values that can be set and changed Introducing variable Variables in programming Improving a game Designing a game Designing to code	and understanding of using a computer to produce 3D models Introduction to 3D modelling Modifying 3D objects Make your own name badge Make your own desk tidy	and rows to create their own data set. What is a spreadsheet? Modifying spreadsheets What is the formula? Calculate and duplicate Event planning	the programming environment before transferring it to their micro bit. The microbit Go with the flow Sensing inputs Finding your way Designing a step counter	makes a good web page and using this information to design and evaluate the own website What makes a good website? How would you layout your website? Copy Right or copy wrong? How does it look? Follow the breadcrumbs
Computing	information on the Worldwide Web, through learning how search engines work Internet addresses Data packets Working together Shared working How we communicate	variables are and relate them to real- world examples of values that can be set and changed Introducing variable Variables in programming Improving a game Designing a game	and understanding of using a computer to produce 3D models Introduction to 3D modelling Modifying 3D objects Make your own name badge Make your own desk tidy Planning your own 3D model	and rows to create their own data set. What is a spreadsheet? Modifying spreadsheets What is the formula? Calculate and duplicate Event planning	the programming environment before transferring it to their micro bit. The microbit Go with the flow Sensing inputs Finding your way	makes a good web page and using this information to design and evaluate the own website What makes a good website? How would you layout your website? Copy Right or copy wrong? How does it look?
Computing	information on the Worldwide Web, through learning how search engines work Internet addresses Data packets Working together Shared working How we communicate Communicating responsibly	variables are and relate them to real- world examples of values that can be set and changed Introducing variable Variables in programming Improving a game Designing a game Designing to code Improving and sharing	and understanding of using a computer to produce 3D models Introduction to 3D modelling Modifying 3D objects Make your own name badge Make your own desk tidy Planning your own 3D model	and rows to create their own data set. What is a spreadsheet? Modifying spreadsheets What is the formula? Calculate and duplicate Event planning Presenting date	the programming environment before transferring it to their micro bit. The microbit Go with the flow Sensing inputs Finding your way Designing a step counter Making a step counter	makes a good web page and using this information to design and evaluate the own website What makes a good website? How would you layout your website? Copy Right or copy wrong? How does it look? Follow the breadcrumbs
Computing	information on the Worldwide Web, through learning how search engines work Internet addresses Data packets Working together Shared working How we communicate	variables are and relate them to real- world examples of values that can be set and changed Introducing variable Variables in programming Improving a game Designing a game Designing to code	and understanding of using a computer to produce 3D models Introduction to 3D modelling Modifying 3D objects Make your own name badge Make your own desk tidy Planning your own 3D model	and rows to create their own data set. What is a spreadsheet? Modifying spreadsheets What is the formula? Calculate and duplicate Event planning	the programming environment before transferring it to their micro bit. The microbit Go with the flow Sensing inputs Finding your way Designing a step counter	makes a good web page and using this information to design and evaluate the own website What makes a good website? How would you layout your website? Copy Right or copy wrong? How does it look? Follow the breadcrumbs
Computing	information on the Worldwide Web, through learning how search engines work Internet addresses Data packets Working together Shared working How we communicate Communicating responsibly	variables are and relate them to real- world examples of values that can be set and changed Introducing variable Variables in programming Improving a game Designing a game Designing to code Improving and sharing	and understanding of using a computer to produce 3D models Introduction to 3D modelling Modifying 3D objects Make your own name badge Make your own desk tidy Planning your own 3D model	and rows to create their own data set. What is a spreadsheet? Modifying spreadsheets What is the formula? Calculate and duplicate Event planning Presenting date	the programming environment before transferring it to their micro bit. The microbit Go with the flow Sensing inputs Finding your way Designing a step counter Making a step counter	makes a good web page and using this information to design and evaluate the own website What makes a good website? How would you layout your website? Copy Right or copy wrong? How does it look? Follow the breadcrumbs
Computing	information on the Worldwide Web, through learning how search engines work Internet addresses Data packets Working together Shared working How we communicate Communicating responsibly Britain's settlement by Anglo-Saxons and Scots	variables are and relate them to real- world examples of values that can be set and changed Introducing variable Variables in programming Improving a game Designing to code Improving and sharing Extra: A local history study	and understanding of using a computer to produce 3D models Introduction to 3D modelling Modifying 3D objects Make your own name badge Make your own desk tidy Planning your own 3D model	and rows to create their own data set. What is a spreadsheet? Modifying spreadsheets What is the formula? Calculate and duplicate Event planning Presenting date The Viking and Anglo-Saxon struggle for the Kingdom of England to the time of	the programming environment before transferring it to their micro bit. The microbit Go with the flow Sensing inputs Finding your way Designing a step counter Making a step counter Power, Empire and Democracy A short introduction to the rise and fall British Empire,	makes a good web page and using this information to design and evaluate th own website What makes a good website? How would you layout your website? Copy Right or copy wrong? How does it look? Follow the breadcrumbs
Computing	information on the Worldwide Web, through learning how search engines work Internet addresses Data packets Working together Shared working How we communicate Communicating responsibly Britain's settlement by Anglo-Saxons and Scots What can we learn about the Anglo-	variables are and relate them to real- world examples of values that can be set and changed Introducing variable Variables in programming Improving a game Designing to code Improving and sharing Extra: A local history study WW2 – The Blitz and impact on Britain	and understanding of using a computer to produce 3D models Introduction to 3D modelling Modifying 3D objects Make your own name badge Make your own desk tidy Planning your own 3D model	and rows to create their own data set. What is a spreadsheet? Modifying spreadsheets What is the formula? Calculate and duplicate Event planning Presenting date The Viking and Anglo-Saxon struggle for the Kingdom of England to the time of Edward the Confessor (and his death in	the programming environment before transferring it to their micro bit. The microbit Go with the flow Sensing inputs Finding your way Designing a step counter Making a step counter Power, Empire and Democracy	makes a good web page and using this information to design and evaluate th own website What makes a good website? How would you layout your website? Copy Right or copy wrong? How does it look? Follow the breadcrumbs
Computing	information on the Worldwide Web, through learning how search engines work Internet addresses Data packets Working together Shared working How we communicate Communicating responsibly Britain's settlement by Anglo-Saxons and Scots	<ul> <li>variables are and relate them to real- world examples of values that can be set and changed</li> <li>Introducing variable</li> <li>Variables in programming</li> <li>Improving a game</li> <li>Designing a game</li> <li>Designing to code</li> <li>Improving and sharing</li> </ul> Extra: <ul> <li>A local history study</li> <li>WW2 – The Blitz and impact on Britain</li> <li>How has Britain's past shaped who we are</li> </ul>	and understanding of using a computer to produce 3D models Introduction to 3D modelling Modifying 3D objects Make your own name badge Make your own desk tidy Planning your own 3D model Make your own 3D model	and rows to create their own data set. What is a spreadsheet? Modifying spreadsheets What is the formula? Calculate and duplicate Event planning Presenting date The Viking and Anglo-Saxon struggle for the Kingdom of England to the time of Edward the Confessor (and his death in 1066)	the programming environment before transferring it to their micro bit. The microbit Go with the flow Sensing inputs Finding your way Designing a step counter Making a step counter Power, Empire and Democracy A short introduction to the rise and fall British Empire,	makes a good web page and using this information to design and evaluate the own website What makes a good website? How would you layout your website? Copy Right or copy wrong? How does it look? Follow the breadcrumbs Think before you link!
	information on the Worldwide Web, through learning how search engines work Internet addresses Data packets Working together Shared working How we communicate Communicating responsibly Britain's settlement by Anglo-Saxons and Scots What can we learn about the Anglo- Saxons from what we see today?	variables are and relate them to real- world examples of values that can be set and changed Introducing variable Variables in programming Improving a game Designing to code Improving and sharing Extra: A local history study WW2 – The Blitz and impact on Britain	and understanding of using a computer to produce 3D models Introduction to 3D modelling Modifying 3D objects Make your own name badge Make your own desk tidy Planning your own 3D model Make your own 3D model	and rows to create their own data set. What is a spreadsheet? Modifying spreadsheets What is the formula? Calculate and duplicate Event planning Presenting date The Viking and Anglo-Saxon struggle for the Kingdom of England to the time of Edward the Confessor (and his death in 1066) Why do the Vikings have a violent	the programming environment before transferring it to their micro bit. The microbit Go with the flow Sensing inputs Finding your way Designing a step counter Making a step counter Power, Empire and Democracy A short introduction to the rise and fall British Empire,	makes a good web page and using this information to design and evaluate the own website What makes a good website? How would you layout your website? Copy Right or copy wrong? How does it look? Follow the breadcrumbs Think before you link!
Computing	<ul> <li>information on the Worldwide Web, through learning how search engines work</li> <li>Internet addresses</li> <li>Data packets</li> <li>Working together</li> <li>Shared working</li> <li>How we communicate</li> <li>Communicating responsibly</li> </ul> Britain's settlement by Anglo-Saxons and Scots What can we learn about the Anglo- Saxons from what we see today? Using artefacts identified at Sutton Hoo to	<ul> <li>variables are and relate them to real- world examples of values that can be set and changed</li> <li>Introducing variable</li> <li>Variables in programming</li> <li>Improving a game</li> <li>Designing a game</li> <li>Designing to code</li> <li>Improving and sharing</li> </ul> Extra: <ul> <li>A local history study</li> <li>WW2 – The Blitz and impact on Britain</li> <li>How has Britain's past shaped who we are</li> </ul>	and understanding of using a computer to produce 3D models Introduction to 3D modelling Modifying 3D objects Make your own name badge Make your own desk tidy Planning your own 3D model	and rows to create their own data set. What is a spreadsheet? Modifying spreadsheets What is the formula? Calculate and duplicate Event planning Presenting date The Viking and Anglo-Saxon struggle for the Kingdom of England to the time of Edward the Confessor (and his death in 1066)	the programming environment before transferring it to their micro bit. The microbit Go with the flow Sensing inputs Finding your way Designing a step counter Making a step counter Power, Empire and Democracy A short introduction to the rise and fall British Empire,	makes a good web page and using this information to design and evaluate the own website What makes a good website? How would you layout your website? Copy Right or copy wrong? How does it look? Follow the breadcrumbs
	information on the Worldwide Web, through learning how search engines work Internet addresses Data packets Working together Shared working How we communicate Communicating responsibly Britain's settlement by Anglo-Saxons and Scots What can we learn about the Anglo- Saxons from what we see today?	<ul> <li>variables are and relate them to real- world examples of values that can be set and changed</li> <li>Introducing variable</li> <li>Variables in programming</li> <li>Improving a game</li> <li>Designing a game</li> <li>Designing to code</li> <li>Improving and sharing</li> </ul> Extra: <ul> <li>A local history study</li> <li>WW2 – The Blitz and impact on Britain</li> <li>How has Britain's past shaped who we are</li> </ul>	and understanding of using a computer to produce 3D models Introduction to 3D modelling Modifying 3D objects Make your own name badge Make your own desk tidy Planning your own 3D model Make your own 3D model	and rows to create their own data set. What is a spreadsheet? Modifying spreadsheets What is the formula? Calculate and duplicate Event planning Presenting date The Viking and Anglo-Saxon struggle for the Kingdom of England to the time of Edward the Confessor (and his death in 1066) Why do the Vikings have a violent reputation and do they deserve it?	the programming environment before transferring it to their micro bit. The microbit Go with the flow Sensing inputs Finding your way Designing a step counter Making a step counter Power, Empire and Democracy A short introduction to the rise and fall British Empire,	makes a good web page and using this information to design and evaluate the own website What makes a good website? How would you layout your website? Copy Right or copy wrong? How does it look? Follow the breadcrumbs Think before you link!
	<ul> <li>information on the Worldwide Web, through learning how search engines work</li> <li>Internet addresses</li> <li>Data packets</li> <li>Working together</li> <li>Shared working</li> <li>How we communicate</li> <li>Communicating responsibly</li> </ul> Britain's settlement by Anglo-Saxons and Scots What can we learn about the Anglo- Saxons from what we see today? Using artefacts identified at Sutton Hoo to	<ul> <li>variables are and relate them to real- world examples of values that can be set and changed</li> <li>Introducing variable</li> <li>Variables in programming</li> <li>Improving a game</li> <li>Designing a game</li> <li>Designing to code</li> <li>Improving and sharing</li> </ul> Extra: <ul> <li>A local history study</li> <li>WW2 – The Blitz and impact on Britain</li> <li>How has Britain's past shaped who we are</li> </ul>	and understanding of using a computer to produce 3D models Introduction to 3D modelling Modifying 3D objects Make your own name badge Make your own desk tidy Planning your own 3D model Make your own 3D model	and rows to create their own data set. What is a spreadsheet? Modifying spreadsheets What is the formula? Calculate and duplicate Event planning Presenting date The Viking and Anglo-Saxon struggle for the Kingdom of England to the time of Edward the Confessor (and his death in 1066) Why do the Vikings have a violent	the programming environment before transferring it to their micro bit. The microbit Go with the flow Sensing inputs Finding your way Designing a step counter Making a step counter Power, Empire and Democracy A short introduction to the rise and fall British Empire,	makes a good web page and using this information to design and evaluate the own website What makes a good website? How would you layout your website? Copy Right or copy wrong? How does it look? Follow the breadcrumbs Think before you link!
	<ul> <li>information on the Worldwide Web, through learning how search engines work</li> <li>Internet addresses</li> <li>Data packets</li> <li>Working together</li> <li>Shared working</li> <li>How we communicate</li> <li>Communicating responsibly</li> </ul> Britain's settlement by Anglo-Saxons and Scots What can we learn about the Anglo- Saxons from what we see today? Using artefacts identified at Sutton Hoo to explore what life was like for Anglo-	<ul> <li>variables are and relate them to real- world examples of values that can be set and changed</li> <li>Introducing variable</li> <li>Variables in programming</li> <li>Improving a game</li> <li>Designing a game</li> <li>Designing to code</li> <li>Improving and sharing</li> </ul> Extra: <ul> <li>A local history study</li> <li>WW2 – The Blitz and impact on Britain</li> <li>How has Britain's past shaped who we are</li> </ul>	and understanding of using a computer to produce 3D models Introduction to 3D modelling Modifying 3D objects Make your own name badge Make your own desk tidy Planning your own 3D model Make your own 3D model	and rows to create their own data set. What is a spreadsheet? Modifying spreadsheets What is the formula? Calculate and duplicate Event planning Presenting date The Viking and Anglo-Saxon struggle for the Kingdom of England to the time of Edward the Confessor (and his death in 1066) Why do the Vikings have a violent reputation and do they deserve it?	the programming environment before transferring it to their micro bit. The microbit Go with the flow Sensing inputs Finding your way Designing a step counter Making a step counter Power, Empire and Democracy A short introduction to the rise and fall British Empire,	makes a good web page and using this information to design and evaluate the own website What makes a good website? How would you layout your website? Copy Right or copy wrong? How does it look? Follow the breadcrumbs Think before you link!

	How do we know about the Anglo-Saxons? Sutton Hoo artifacts			time; making arguments as to whether they deserve a violent reputation.		
	Sutton Hoo artifacts			deserve a violent reputation.		
Geography	N/A	Improving environment: access for all Recognising the importance of renewable energy and reducing waste, and the actions that humans can take to improve the environment.	On the move Understanding push and pull factors in migration from the Northern Triangle to the USA, and Syria to countries in Europe; understanding the benefits of migration to the UK	N/A	N/A	I am a geographer Posing questions, completing fieldwork a presenting a geographical investigation e.g. As a member of the local council, wh would you build on this land in our local area and why?
DT	<b>Textiles</b> To design and make an item of clothing for themselves or a friend/family member. Joining and finishing techniques including adjusting to ensure a good fit		Sustainable systems Identify a problem or issue related to sustainability and identify needs in this area and design a system to help address needs.		Food Technology – Savory Snacks Food sources, nutrition and eating and food safety and hygiene. Children will prepare, combine, assemble and cook building on previously learnt techniques.	
Art & design	N/A	<b>Recycled materials</b> Using plastic waste to create an installation about the natural world. Artists include: Ifeoma Anyaeji Serge Attukwei Clottey Veronika Richterová Katherine Harvey	N/A	Displacement Looking the work of artists who have been refugees. 'Challenges' is an alternate theme if 'Displacement' is not appropriate. Artists include: Judith Kerr Frank Auerbach Kurt Schwitters	N/A	Global connections Considering the impact of the British Empire on art. Global influence on art. Collaborative outcome celebrating diversity. Artists include: Yinka Shonibare Lubaina Himid Sonia Boyce
Music	Elements	of Music	Meet the Orchestra		Instrumental	
MFL	Describing me and others <ul> <li>back to school (Haiti)</li> <li>online exchange</li> <li>dates, festivals and concerts</li> </ul> <li>Key ideas (GRAMMAR)</li> <li>Essential verb: to be, being – ÊTRE (we are – nous sommes, you (all) are – vous êtes, they are (m) – ils sont, they are (f) – elles sont)</li> <li>Adjective agreement for m/f plural (as complement to verb)</li> <li>Raised intonation questions</li> <li>Key ideas (VOCABULARY)</li> <li>Simple greetings</li> <li>Verb être</li> <li>Range of adjectives</li> <li>Numbers 16-31</li> <li>Time adverbs</li> <li>Saying what 1 and others have         <ul> <li>describing town/village</li> <li>comparing</li> <li>physical description (celebrities)</li> <li>Key ideas (GRAMMAR)</li> <li>Essential verb: to have, having – AVOIR (we have – nous avons, you (all) have – vous avez, they have (m) – ils ont, they have (f) – elles ont)</li> <li>Pre- and postnominal adjectives</li> <li>Key ideas (VOCABULARY)</li> <li>Verb avoir</li> <li>Range of singular and plural m/f nouns</li> <li>places in town</li> <li>place prepositions</li> <li>adjectives for face and hair</li> <li>Christmas in Canada</li> </ul> </li>		<ul> <li>Adverbs of frequency</li> <li>Saying where you're going and what then</li> <li>Describing town/village</li> <li>In Haiti</li> <li>Key ideas (GRAMMAR)</li> </ul>	related to festivals and celebrations r <b>e is there</b> LER (I go – je vais, you go – tu vas, he goes – il	<ul> <li>Saying what I and others do <ul> <li>at the kite festival</li> <li>a weekend at home</li> <li>sports and instruments</li> </ul> </li> <li>Key ideas (GRAMMAR) <ul> <li>Essential verb: to do, make – FAIRE (I do, make fait, she does – elle fait)</li> <li>II fait (weather)</li> <li>faire de (sports), jouer à (sports) jouer de (instruct faire de (sports), jouer à (sports) jouer de (instruct faire de (sports), jouer à (sports) jouer de (instruct faire de (sports), jouer à (sports) jouer de (instruct faire de (sports), jouer à (sports) jouer de (instruct faire de (sports), jouer à (sports) jouer de (instruct faire de (sports), jouer à (sports) jouer de (instruct faire (singular))</li> <li>verb faire (singular)</li> <li>activity nouns</li> <li>seasons</li> <li>sports</li> <li>adjectives</li> <li>Numbers 16-31</li> <li>Time adverbs</li> </ul> </li> <li>Expressing likes and actions <ul> <li>What I want/would like to do</li> <li>At a café</li> </ul> </li> <li>Key ideas (GRAMMAR)</li> <li>Essential verb: to have, having – FAIRE (we do, vous faites, they do, make (m) – ils font, they do</li> <li>2-verb structures: vouloir (veux, veut, voudrais)</li> <li>Partitive du, de la, de l', des</li> </ul> <li>Key ideas (VOCABULARY) <ul> <li>Verb faire (plural)</li> <li>Verb vouloir (singular)</li> <li>food and drink</li> </ul> </li>	ruments) make – nous faisons, you (all) do, make – lo, make – elles font)