

Aragon Primary School Curriculum Map

Year 6

English

We will be studying a range of genres and creating pieces of writing based on the following stimuli:

Benjamin Zephaniah - Poetry from other Cultures

Grimm Tales - Own Grimm Story

The Lighthouse - Descriptive Fiction

Maths

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. Solve problems involving the calculation and conversion of units of measure, using decimal notation up to three decimal places where appropriate.

Solve problems involving the calculation of percentages [for example, of measures, and such as 15% of 360] and the use of percentages for comparison. Recall and use equivalences between simple fractions, decimals and percentages, including in different contexts.

Solve problems involving the relative sizes of two quantities where missing values can be found by using integer multiplication and division facts. Solve problems involving unequal sharing and grouping using knowledge of fractions and multiples

Music - Creative Composition

By using chords in compositions, we can create music that is more harmonically interesting. We can also create accompaniment for a melody using chords.

History: Conflict & Resolution

How did the First World War begin and why did Britain fight?

Who fought for Britain in the First World War?

What was trench warfare?

What did women do during the First World War?

How did the First World War end and what followed?

Science - Living Things

Describe how living things are classified into broad groups according to common observable characteristics and based on similarities and differences, including microorganisms, plants and animals.

Give reasons for classifying plants and animals based on specific characteristics.

PSHE: Family and relationships

To understand what we mean by respect and why it is important. To understand that respect is two-way and how we treat others is how we can expect to be treated. To understand stereotypes and be able to share information on them. To resolve disputes and conflict through negotiation and compromise. To begin to understand the process and emotions relating to grief.

RE: - Is anything ever eternal?

I can express the feelings I have when I think about situations or things I would like to last forever. I can make links between different Christian beliefs and their views on whether anything is ever eternal. I can reflect on my own beliefs about whether anything is eternal.

Reading

Whole Class Reading lessons focusing on comprehension and the skills of vocabulary, inference, prediction, explain, retrieve and summarise, using high-quality texts.

Art: Make My Voice Heard

On a journey from the Ancient Maya to modern-day street art, children explore how artists convey a message. They begin to understand how artists use imagery and symbols as well as drawing techniques like expressive mark making, tone and the dramatic light and dark effect called 'chiaroscuro'.

Computing: Programming

This unit explores the concept of variables in programming through games in Scratch. First, learners find out what variables are and relate them to real-world examples of values that can be set and changed. Then they use variables to create a simulation of a scoreboard. In Lessons 2, 3, and 5, which follow the Use-Modify-Create model, learners experiment with variables in an existing project, then modify them, before they create their own project. In Lesson 4, learners focus on design. Finally, in Lesson 6, learners apply their knowledge of variables.

PE: [Basketball and Gymnastics](#)

"To be the best we can be!"

