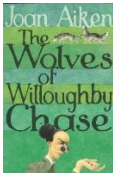
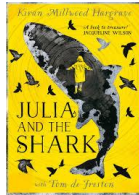


Year 6 Curriculum Map 2026-27

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Maths	Place value -Numbers to 10 million -Compare and order any numbers -Round any number -Negative numbers Addition, subtraction, multiplication and division -Add and subtract any integer -Multiply up to a 4-digit number by a 2-digit number - Short division - Long division -Multi-step problems - Factors and Multiples - Primes to 100 - Squares and Cubes - Order of operations (BIDMAS) - Mental calculations and estimation	Fractions -Simplify fractions -Fractions on a number line -Compare and order fractions -Add and subtract fractions -Multiply fractions (by integers and by fractions) -Divide fractions by integers -Fractions with four operations -Fraction of an amount (including find the whole) Converting units -Converting and calculating with metric measures - Imperial measures	Decimals -Numbers with three decimal places -Multiply and divide by 10, 100 and 1000 -Multiply and divide decimals by integers -Converting fractions and decimals Fractions, decimals and percentages -Finding equivalent and ordering fractions, decimals and percentages -Percentage of an amount -Percentage missing values and problems -Consolidate knowledge and move between fractions, decimals and percentages Area, perimeter and volume -Area and perimeter -Area of a triangle -Area of a parallelogram -Volume of a cuboid Statistics -Read and interpret line graphs -Draw line graphs and solve problems	Shape -Measure angles -Draw angles -Calculate angles: • Straight line • Around a point • Opposite angles -Angles in a triangle -Angles in quadrilaterals -Angles in regular polygons -Draw 2D shapes accurately -Nets of 3D Shapes Position and direction -Co-ordinates in all 4 quadrants -Translations -Reflections Ratio -Using ratio language -Ratio and fractions -Calculating ratio -Using scale factors -Ratio and proportion problems Algebra -Find a rule -Forming expressions and equations -Substitution -Using formulae	SATs revision	Enterprise project Problem solving Projects Following the statutory assessments, we revise key concepts from the year and apply them in new contexts. - This also involves larger 'projects', activities and investigations to challenge children's thinking

			-Parts of circles -Read, interpret and draw pie charts -Understand and use the mean as an average	-Solving one- and two-step equations -Finding pairs of values		
Literacy	*First World War poetry *Setting description- WWI *Letters- Friend or Foe	*Newspaper report- The Blitz- from visitor's recount *Narrative- Friend or Foe- lost chapter	*Instructions- How to survive on a deserted island *Narrative- Wolves of Willoughby Chase	*Biography- historical figure linked to history *Persuasive- why their chosen person should go on the bank note	Media Link- Avatar *Non-chronological report- Avatar animals *Setting description- Avatar- different perspectives	*Balanced argument- oceans and climate change *Poetry- linked to guided reading
Guided Reading	Friend or Foe 		The Wolves of Willoughby Chase 		Julia and the Shark 	
History/ Geography	What was the impact of World War 2 on the people in Britain? Investigate the causes of WW2 Learn about the Battle of Britain Investigate the impact of the Blitz and evacuation on people's lives	Local history- WW2 Investigate how the Second World War affected people in the local area. Use local sources, photographs, maps and oral histories to learn about wartime experiences. Compare local experiences of WWII with national events.	Where does our energy come from? Learn about renewable and non-renewable energy sources Where they come from Their impact on society, the economy and the environment.	Who should go on the banknote? Use a range of historical sources to make inferences about significant individuals. Extract, evaluate and use evidence to support historical claims. Investigate the contributions of	Why do oceans matter? Explore the importance of our oceans and how they have changed over time. Focus on the Great Barrier Reef, specifically addressing climate change and pollution.	Why does population change? Investigate why certain parts of the world are more populated than others Explore birth and death rates Discuss social, economic and environmental push and pull factors

	Evaluate the effectiveness of primary sources. 	Understand the significance of local people, places and events during the war. Evaluate historical evidence from a range of local sources.		diverse individuals who have shaped Britain. Apply criteria to assess and compare historical significance. Construct and justify an argument using historical evidence. 		Learn about the population in Britain and its impacts. Lesson 5 involves fieldwork in a local urban environment.
Art/ DT	ART- Working in three dimensions – shadow puppets	DT Aspect: Structures Focus: Frame structures Link: WW2 (air raid shelter)	ART- Surface and colour – activism or explore identity (using layers, juxtaposition, explore identity, message to the public)	DT Aspect: Electrical systems Focus: Monitoring and control/more complex switches and circuits Link: Electricity	DT Aspect: Mechanical systems Focus: Cams	ART- Drawing – 2D drawing to 3D making (design and sculpture)
Science	Light Recognise that light appears to travel in straight lines. Use the idea that light travels in straight lines to explain that objects are seen because	Animals including Humans- circulation Identify the main parts of the human circulatory system and describe the function of the heart, blood vessels and blood.	Evolution and inheritance Recognise that living things have changed over time and that fossils provide information about living things that inhabited the	Electricity Compare and give reasons for variations in how components function, including the brightness of bulbs, the loudness of buzzers and the on/off position of switches.	Living Things and Habitats- mould Describe how living things are classified into broad groups according to common observable characteristics and based on similarities and differences	

	they give out or reflect light into the eye. Explain that we see things because light travels from light sources to our eyes or from light sources to objects and then to our eyes. Use the idea that light travels in straight lines to explain why shadows have the same shape as the objects that cast them. Working scientifically Use scientific models and labelled diagrams Use diagrams to support explanation Make careful observations Use scientific models and labelled diagrams Use diagrams to support explanation Make careful observations	Describe the ways in which nutrients and water and transported within animals including humans. Recognise the impact of diet, exercise, drugs and lifestyle on the way their bodies function. Working scientifically Use scientific diagrams Take accurate measurements Use labelled diagrams to explain Use models to explain my thinking Plan investigations and record results Observe what happens using a model	Earth millions of years ago Recognise that living things produce offspring of the same kind, but normally offspring vary and are not identical to their parents Identify how animals and plants are adapted to suit their environment in different ways and that adaptation may lead to evolution. Working scientifically Record data and results of increasing complexity Use scientific diagrams and labels, tables, scatter graphs, bar and line graphs. Report and present findings from enquiries, including conclusions, causal relationships and explanations of and degree of trust in results, in oral and written forms such as displays and other presentations.	Associate the brightness of a lamp or the volume of a buzzer with the number and voltage of cells used in the circuit. Use recognised symbols when representing a simple circuit in a diagram. Working scientifically Answer questions by investigating Take accurate measurements Develop predictions Present results in line graph Use diagrams to support explanation Draw scientific diagrams	including micro-organisms, plants and animals. Give reasons for classifying plants and animals based on specific characteristics. Working scientifically Record in a table Answer own questions Use classification keys Raise questions about animals to group Observe and raise questions Predict how microorganisms will decay food Evaluate effects	
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			Identify scientific evidence that has been used to support or refute ideas or arguments			
Computing	Coding - How can you use Tabs in 2Code Gorilla? - What is a function in coding? Give an example that you have used in 2Code Gorilla. - In 2Code Gorilla, how can a program receive user input?	Blogging - What is a blog? - What can a blog be about? - How are the audience involved in a blog?	Data detectives - To find information in databases by filtering and sorting. - To create graphs from data within a database. - To be able to find information in linked table databases. - To be able to find requested information using databases. Graphing - To create comparative bar charts using graphing software. - To create pie charts using graphing software. - To create line graphs using graphing software. - To present data in graphs to	Spreadsheets - To understand and use basic formatting in Excel. - To develop skills in using basic functions in Excel. - To create and format charts in Excel. - To sort and filter data within a spreadsheet. - To understand and use advanced functions in Excel. - To combine Excel skills to create an effective spreadsheet for a given purpose.	Networks - What is the difference between the Internet and the World Wide Web? - What is the difference between a LAN and a WAN? - Who is Tim Berners Lee? 3D modelling - To explore and develop simple 3D models using CAD software. - To explore the effect of moving points when designing. - To plan, design and begin creating packaging to meet a design brief. - To refine, assemble and evaluate the	Introduction to python - To understand that Python is a text-based coding language and enter simple commands. - To use Python to perform mathematical calculations. - To be able to use repetition and Python library functions. - To understand how Python in Pieces can be used to program a graphical user interface.

			support an argument.		finished packaging prototype.	
PSHE	My healthy self: How do my choices today shape my future health?	Connecting with others: What does it mean to stand up for myself and others?	Online world: How do I feel about the things I see online?	Citizenship: How can we protect everyone's rights?	Staying safe: How can I stay safe as I grow up?	Sex education: How do people become parents and carers?
RE	Christianity – For Christians, what difference does it make to belong to God's kingdom?	Buddhism – What is the Buddhist way of life?	Hinduism – What helps Hindus to worship?	Christianity – What do Christians believe about the Messiah – and why is it good news?	Christianity – How is God three and yet one?	Thematic – What can be done to reduce racism – can RE help?
PE	Gymnastics Create and perform sequences with control. Develop balance, strength and coordination. Link movements smoothly and creatively. Evaluate and refine performances. Handball Develop passing, catching and shooting skills. Apply attacking and defending tactics in games.	Dance Perform dances with control, coordination and expression. Create and develop movement sequences creatively. Work collaboratively with others to improve performances. Hockey Develop dribbling, passing and shooting skills. Apply attacking and defending tactics in games.	OAA Solve problems and complete challenges individually and as part of a team. Develop communication, leadership and teamwork skills. Apply strategic thinking to overcome obstacles. Volleyball Develop serving, passing and volleying skills. Apply attacking and defending tactics in game situations. Work effectively as part of a team.	Tag rugby Develop passing, catching and evasion skills. Apply attacking and defending tactics in games. Work effectively as part of a team. Evaluate and improve performance. Yoga Develop balance, flexibility and core strength. Perform poses with control and coordination.	Tennis Develop forehand, backhand and serving skills. Apply tactics in singles and doubles games. Improve accuracy, control and consistency. Athletics Develop running, jumping and throwing techniques. Apply skills across a range of athletic events. Improve speed, endurance and coordination.	Rounders Develop throwing, catching and batting skills. Apply fielding and batting tactics in games. Work effectively as part of a team. Evaluate and improve performance. Swimming Swim competently and confidently using a range of strokes. Develop technique, stamina and water safety skills.

		Work effectively as part of a team.		Improve focus, breathing and mindfulness. Reflect on and refine performance.	Evaluate and improve performance.	Perform swimming skills over a range of distances.
Music	Classroom Jazz • Play and perform music using instruments and voices. • Improvise and create simple jazz melodies and rhythms. • Listen carefully to music and identify what can be heard. • Use musical vocabulary to discuss and evaluate music. • Understand musical elements such as pitch, rhythm, tempo and structure. • Perform and share music confidently with others.		Music and Me • Listen to and discuss music from different styles and cultures. • Sing and perform music with confidence. • Explore how music can express feelings, ideas and identity. • Create and improvise simple musical phrases. • Use musical vocabulary to describe and evaluate music. • Perform and share music with others		You've Got a Friend • Sing with accuracy, expression and control. • Perform as part of a group and listen to others. • Play instrumental parts to accompany a song. • Listen and respond to different musical features. • Identify elements such as pulse, rhythm, pitch and tempo. • Evaluate performances and suggest improvements	
French	Pleased to meet you • Listen attentively and respond to spoken French. • Speak in sentences to introduce themselves and others. • Read and understand familiar words and simple phrases.		This is France • Identify key landmarks, cities and geographical features of France. • Learn and use French vocabulary to describe places in France. • Ask and answer simple questions about France in French.		More to explore • Learn about France and aspects of French culture. • Listen to, read and understand vocabulary linked to countries, places and travel.	

	• Write short phrases and sentences from memory. • Develop accurate pronunciation and intonation. • Broaden vocabulary and understand basic French grammar.		• Develop understanding of French culture and daily life in France.		• Ask and answer simple questions in French about places and preferences. • Speak and write simple sentences using familiar vocabulary and phrases.	
<i>Trips/Visitors</i>	Imperial War Museum	Year 6 residential PGL		Science Museum	Seaside Fortyfoot Park BFree	Geog fieldwork ACS- Year 6 Fun day
<i>Opportunities for outdoor learning and maximising locality</i>		Leatherhead museum				Geog fieldwork