

## Highfield Year 6 Curriculum Map



	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
<b>English</b>	Narrative character and setting Diaries/settings Dialogue Play scripts Newspapers Personification poetry Instructional writing Time slip narrative Narrative Character plot		Explanation Non-Chronological reports Narrative Settings Persuasive leaflets Biography/Recount Poetry/Imagery Recounts Comic Strips		Diary – setting and recount Discussion Diaries Letters Play scripts Chronological Reports	
<b>Educational Visits and in-school visitors</b>	Oakwell Hall Playhouse	Young Shakespeare Company		Hepworth Museum Mosque Sculpture Man	Thackray Museum St John's Church	Marrick Priory
<b>Science</b>	Animals including Humans	Electricity	Evolution and Inheritance	Light	Animals including Humans	All Living Things and their Habitats
<b>Computing</b>	Web Research iPads	Using Excel linked to topic	Using Powerpoint linked to topic	Garage Band Day iPads Movie Maker iPads Animation Unit	Scratch Maths Perimeter, Times Tables, Angles of 2D Shapes	
<b>History</b>	Life for Children in Tudor Times		Early Islamic Civilization (including Baghdad)		Now and Then – A Local History Study	Marrick
<b>Geography</b>			Mountains (North and South American Ranges)			The Yorkshire Dales and the Villages of Swaledale Orienteering and Mapping skills

Year 6						
<b>Art</b>	Portraits - Tudor Portraits and Costume		Sculpture – Barbara Hepworth		Natural Pattern Local artists	
<b>DT and Cooking and Nutrition</b>		Moving Toys – Cam Mechanisms	Investigate and design Musical instruments			Slippers – Making Accurate Patterns
		Christmas Decorations		Spring Nests		Yorkshire Recipes and Fayre
<b>RE</b>	Marriage	Creation	Islam – Early Islamic Civilisation		Poverty and Wealth	Justice
<b>PHSCE</b>	Rights and Responsibilities	E Safety	Developing a Healthy Lifestyle	E Safety	Helping Our Community	SRE Transition
<b>PE</b>	Co-ordination – ball skills Invasion Games	Dynamic balance to agility Matching and Mirroring	Dynamic Balance Mountains	Static Balance Synchronisation and canon	Static Balance Striking and Fielding Games	Agility – ball chasing Athletics Unit
<b>French</b>						
<b>Music</b>	Tudor Music – Performance/Songs/Listening to music			Mussorgsky - Pictures at an Exhibition Composition		Y6 Production Music Technology
<b>Maths</b>	<b>Subject Area</b>	<b>Focus</b>	<b>Year 6</b>			
	<b>Number</b>	<b>Number and Place Value</b>	<ul style="list-style-type: none"> <li>• Read, write, order and compare numbers up to 10,000,000 and determine place value</li> <li>• Round any whole number to a required degree of accuracy</li> <li>• Use negative numbers and calculate intervals across zero</li> <li>• Solve larger number and practical problems**</li> </ul>			
		<b>Addition and Subtraction</b>	<ul style="list-style-type: none"> <li>• Perform mental calculations, including mixed operations and larger numbers</li> <li>• Identify prime numbers</li> <li>• Use knowledge of the order of operations to carry out calculations</li> <li>• Use estimation to check answers and determine the levels of accuracy</li> <li>• Solve multi-step addition and subtraction problems in contexts, deciding methods/operations to use and why</li> </ul>			
		<b>Multiplication and Division</b>	<ul style="list-style-type: none"> <li>• Multiply multi-digit numbers up to four-digits by a two-digit whole number using the formal written method of long multiplication</li> <li>• Divide numbers up to four-digits by a two-digit number using the formal written method of long division, and interpret remainders as whole number remainders, fractions, or by rounding, as appropriate</li> <li>• Divide numbers up to four-digits by a two-digit number using the formal written method of short division where appropriate, interpreting remainders</li> <li>• Identify common factors, common multiples and prime numbers</li> </ul>			

		<b>Fractions (including Decimals and Percentages)</b>	<ul style="list-style-type: none"> <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 <math>&gt; 1</math></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</li> <li>• Divide proper fractions by whole numbers</li> <li>• Associate a fractions with division and calculate decimal fraction equivalents for a simple fraction</li> <li>• Identify the value of each digit in numbers given to three decimal places and multiply and divide numbers by 10, 100 and 1000 given answers up to three decimal places</li> <li>• Multiply one-digit numbers with up to two decimal places by whole numbers</li> <li>• Use written division methods in cases where the answer has up to two decimal places</li> <li>• Solve problems which require answers to be rounded to specified degrees of accuracy</li> <li>• Recall and use equivalences between simple fractions, decimals and percentages</li> </ul>	
		<b>Ratio and Proportion</b>	<ul style="list-style-type: none"> <li>• Solve problems involving the relevant sizes of two quantities where missing values can be found by using integer multiplication and division facts</li> <li>• Solve problems involving the calculation of percentages 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> </ul>	
		<b>Algebra</b>	<ul style="list-style-type: none"> <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> </ul>	
		<b>Measurement</b>	<ul style="list-style-type: none"> <li>• Solve problems involving the calculation and conversion of units of measure, using decimal notation up to three decimal places</li> <li>• Use, read, write and convert between standard units of length, mass, volume and time, using decimal notation up to three decimal places</li> <li>• Convert between miles and kilometres</li> <li>• Recognise that shapes with the same area can have different perimeters</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, <math>\text{cm}^3</math>, <math>\text{m}^3</math>, <math>\text{mm}^3</math> and <math>\text{km}^3</math></li> </ul>	
		<b>Geometry</b>	<b>Properties of Shapes</b>	<ul style="list-style-type: none"> <li>• Draw 2-D shapes using given dimensions and angles</li> <li>• Recognise, describe and build simple 3-D shapes, including nets</li> <li>• Compare and classify geometric shapes based on properties and sizes</li> <li>• Find unknown angles in triangles, quadrilaterals and regular polygons</li> <li>• Illustrate and name parts of circles, including radius, diameter (understanding that this is twice the radius) and circumference</li> <li>• Recognise angles that meet at a point, are on a straight line, vertically opposite and missing angles</li> </ul>
			<b>Position and Direction</b>	<ul style="list-style-type: none"> <li>• Describe positions on the full coordinate grid (all four quadrants)</li> <li>• Draw and translate simple shapes on the coordinate plane, and reflect them in the axes</li> </ul>
		<b>Statistics</b>		<ul style="list-style-type: none"> <li>• Interpret and construct pie charts and line graphs and use these to solve problems</li> <li>• Calculate and interpret the mean as an average</li> </ul>