

PARK PRIMARY SCHOOL		CURRICULUM MAP		2022-2023
YEAR 6	AUTUMN 1 Where is your gas mask?	SPRING Are you a survivor? (including Titanic)	SUMMER How does it work?	
ENGLISH include examples of cross curricular work	Job advert (WWII workshop – ARP) Diary entry (Holocaust) Narrative – (Chalk – off curriculum) CLASS BOOK - GOODNIGHT MR TOM	Short story Persuasive leaflet Persuasive letter to Sea World. CLASS BOOK – The Polar Bear Explorer’s Club	Information text Editing and improving writing in preparation for assessment and moderation CLASS BOOK – WONDER	
MATHS include examples of cross curricular work	Number – Place Value Number – Addition, subtraction, multiplication and division Fractions Geometry – Position and direction	Number – Decimals Number – Percentages Number – Algebra Measurement – Converting units Measurement – Perimeter, area and volume Number – Ratio	Geometry – Properties of shapes Statistics SATs preparation Problem solving and investigations	
SCIENCE	Electricity Light (make a street light using a circuit?) Working scientifically	Evolution and inheritance Living things and their habitats Working scientifically	Animals (including humans) Human circulatory system Working scientifically	
HISTORY	A study of an aspect or theme in British history that extends chronological knowledge beyond 1066 - World War Two	Exploration in the early 1900s The Titanic	History of blood groups	
GEOGRAPHY	Locates cities of the UK – topographical features (why were certain cities targeted?). World maps – locate countries of the world. Daily Globle game	Locate main countries on a world map Features of the Polar regions – physical and human characteristics Identify the position and significance of Equator, N. and S. Hemisphere, Tropics of Cancer and Capricorn, Arctic and Antarctic circles. Identify the position and significance of latitude/longitude and the Greenwich Meridian. Types of settlements Plotting the journey of the Titanic Cross curricular ICT/Geography- Using Digimap to compare the current climate and predicted climate of the Antarctica. Daily Globle game	Location of main theme parks in the UK (maths link re planning a trip) Theme park map Daily Globle game	

COMPUTING/ICT	Internet safety Design, write and debug programs – Scratch. Use sequence, selection and repetition in programs – Scratch Select, use and combine a variety of software on a range of digital devices to design and create a range of programs - Scratch Algorithms – Sketch Nation		Creating spreadsheets using Excel – cross-curricular with science. Video editing – to create and record a radio advert. Concentrate on the message and the music – linked to topic (persuasive). Use grid club to compose the backing tracks.		Creating a web page – compare the layout of different web pages and how their design affects how easy they are to engage with. Discuss how inline purchases are made and how personal data is used. To improve coding skills taught in Scratch. To create their own games and apps.	
R.E.	Enhanced learning of key objectives related to the six main religions for KS2 based on detailed gap analysis (specific objectives TBC based on Y3, 4 and 5 coverage).		Enhanced learning of key objectives related to the six main religions for KS2 based on detailed gap analysis (specific objectives TBC based on Y3, 4 and 5 coverage).		Enhanced learning of key objectives related to the six main religions for KS2 based on detailed gap analysis (specific objectives TBC based on Y3, 4 and 5 coverage).	
P.E.	Gymnastics Invasion games: basketball, football, hockey, tennis, rugby and cricket.		Invasion games: Basketball Net and wall games: volleyball		Striking and fielding games Athletics	
MUSIC	Developing melodic phrases Understanding structure and form		Gaining confidence through performance Exploring notation further		Using chords and structure Respecting each other through composition	
MFL - Spanish	Phonics At school	Phonics Regular verbs	Phonics The weekend	Phonics World War II	Phonics The Vikings	Phonics Me in the World
ART AND DESIGN	Pathway 1: 2D Drawing to 3D Making Pathway 2: Print & Activism Using sketchbooks to record ideas and observations and revisit/reflect on ideas. Responding to the work of other artists, craftspeople and designers in different times and cultures. Using line, mark making, tonal values, colour, shape and composition. Exploring typography and design lettering. Combining different techniques such as block printing, collage and drawing. Using creativity to make art which speaks about things that matter.		Pathway 3: Brave Colour Pathway 4: Exploring Identity Using sketchbooks to record ideas and observations and revisit/reflect on ideas. Researching installation art and making a creative response. Using a range of colour palettes, light and form to create immersive environments. Taking photos of artwork, thinking about focus, lighting and composition. Exploring how artists embrace aspects of their identity. Creating a layered portrait to explore aspects of identity, thinking about line, shape, colour, texture and meaning. Improving the mastery of drawing and painting techniques.		Pathway 5: Take a Seat Pathway 6: Shadow Puppets Using sketchbooks to record ideas and observations and revisit/reflect on ideas. Exploring the work of craftspeople /designers through the ages. Experimenting using different materials to make a mini sculpture which expresses an aspect of your personality. Exploring shadow puppets from a historical and contemporary perspective. Introduction to the art of paper cutting and manipulation of materials to create shadow puppets. Exploring line, shape, form, character, imagery and movement.	

DESIGN AND TECHNOLOGY	Design, make and evaluate a project - Anderson Shelters.		Technical knowledge – design, make and evaluate a fairground ride using a variety of material e.g. Levers, pulleys and motors.
PSHE	Health and wellbeing Drugs	Puberty	New challenges – transition Jobs Money Living in the wider world - Wonder
RSE	Relationships My body Feelings / attitudes Life cycles / human reproduction Keeping safe and looking after myself People who help me / getting help and advice.		
EDUCATIONAL VISITS AND ENRICHMENT	WW2 workshop National Holocaust Museum	Explorer day. Crucial crew.	Six for Year 6 reward.