

## Year 6 Overview

	Term											
	Autumn 1	End Point Assessment	Autumn 2	End Point Assessment	Spring 1	End Point Assessment	Spring 2	End Point Assessment	Summer 1	End Point Assessment	Summer 2	End Point Assessment
<b>Reading</b>	The 1000 Year old Boy (age)		Viking Boy (age)	Cornerstones	Letters from the Lighthouse (Race/Religion)			Cornerstones	Pig Heart Boy (Disability) Bubble Boy			Cornerstones
<b>Writing</b>	Fiction: <u>The Arrival</u>  Non-fiction	Independent write	Fiction  Non-fiction: <u>Battle Speech</u>	Independent write	Fiction: <u>Varmints</u>  Non-fiction: Newspaper <u>Outbreak of WW2</u>	Independent write	Fiction: <u>Hansel and Gretel</u>  Non-fiction: <u>Letters from the Lighthouse</u>	Independent write	Fiction: <u>The Rainplayer</u>  Non-fiction: <u>On the Origin of Species</u>	Independent write	Poetry: Moth evolution	Independent write
<b>Spelling</b>		Bi-weekly tests		Cornerstones/ Bi-weekly tests		Bi-weekly tests		Cornerstones/ Bi-weekly tests		Bi-weekly tests		Cornerstones/ Bi-weekly tests
<b>SPaG</b>	Ready to write, synonyms and antonyms, word classes, subjunctive form			Cornerstones/End of unit assessment	Punctuation, active and passive, formal and informal, hyphens			Cornerstones/End of unit assessment	Consolidation, SATs, cohesion, preparation for KS3			Cornerstones/End of unit assessment
<b>Maths</b>	Place Value, Addition, Subtraction, Multiplication and Division, Fractions A, Fractions B, Converting Units			Cornerstones/End of unit assessment	Ratio, Algebra, Decimals, Fractions, Decimal and Percentages, Area, Perimeter and Volume, Statistics			Cornerstones/End of unit assessment	Shape, Position and Direction, SATs Revision, Themed Projects, Consolidation and Problem Solving			Cornerstones/End of unit assessment
<b>Science</b>	Light	Investigation/Quiz	Electricity	Investigation/Quiz	Living things and their habitats	Investigation/Quiz	Animals, including inheritance	Investigation/Quiz	Evolution and inheritance	Investigation/Quiz	STEM	Investigation/Quiz
<b>History</b>	Anglo-Saxons and Vikings			Fact file/ report	World War 2			Fact file/ report	The Mayans	Fact file/ report	Only Olney	Fact file/ report
<b>Geography</b>	The Americas			Fact file/ report	Climates and Biomes			Fact file/ report	Tectonic Quakes	Fact file/ report	The Galapagos Islands	Fact file/ report
<b>Computing</b>	Computer networks	Socrative quiz	Websites	South America website	Vector drawings	Blitz drawing	Programming A	Socrative quiz	Programming B	Sensing game	Spreadsheets	Socrative quiz
<b>PE</b>	X-Country/Health and Fitness	Cross country event/fitness circuit	Football/Dance	Match/performance	Netball/Gymnastics	Match/performance	OAA/Hockey	OAA event/Match	Athletics/Cricket	Athletics event/match	Rounders/Tennis	Match/Match
<b>Music</b>	Listening	Quiz	Performance instrumental	Performance/Fact file	Composing	Compose phrase and evaluate	Performance	Performance and evaluation	Composing improvisation	Phrase and evaluation	Singing	Performance
<b>French</b>	Daily routines / ordering food and drink			Conversation piece	Clothes then and now			Conversation piece	At school			Conversation piece
<b>RE</b>	Worship	Fact file/report	Sacred Texts	Fact file/report	Ceremonies	Fact file/report	Rituals	Fact file/ report	Influences and Impact	Fact file/report	Expectations	Fact file/ report

<b>PSHE</b>	Being Me	Fact file/poster	Celebrating Differences	Fact file/poster	Dreams and Goals	Fact file/poster	Healthy Me	Fact file/poster	Relationships	Fact file/poster	Changing Me	Fact file/poster
<b>Art</b>	Drawing: Make my Voice Heard	Apply Chiaroscuro to create a powerful piece of artwork.	Art and Design Skills: Landscapes	Design a hat using zentangle patterns and prints.			Craft and Design: Photo Opportunity	Recreate a famous painting using photography.	Sculpture and 3D: Making Memories	Make a 3D sculpture that represents your memories.		
<b>DT</b>	Mechanical Systems: Automata Toys.	Decorate and finish an Automata toy to meet your design brief.			Food: Come Dine with Me	Cook a three course meal, using three core ingredients.	Textiles: Waistcoats	Design and make a waistcoat according to your design brief.			Structures: Playgrounds	Create a playground using 5 different structures.