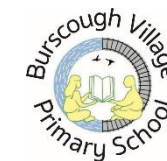




Burscough Village Primary School
Year 6
Autumn Curriculum Overview



	Autumn 1	Autumn 2
Maths	<ul style="list-style-type: none"> ▪ Place value – writing numbers, rounding, partitioning. ▪ Mental & written addition ▪ Mental & written subtraction. ▪ Mental & written division ▪ Mental & written multiplication ▪ Types of angles, measuring angles. 	<ul style="list-style-type: none"> ▪ Factors and multiples ▪ Fractions, percentages, ratio equivalents. ▪ Proportion ▪ Statistics – pie charts. ▪ Measuring length ▪ Perimeter, Mass, Area & Volume ▪ Angles in different shapes.
English	<p><u>Novel as a Theme</u></p> <ul style="list-style-type: none"> ▪ Read and enjoy 'The Nowhere Emporium'. ▪ Develop sentences for description – including expanded noun phrases. ▪ Review and develop sentence openers for effect. ▪ Use action, description and dialogue to move the story. ▪ Develop an understanding of active and passive voice and use it purposefully. ▪ Rewrite their own shortened version of the Nowhere Emporium. <p><u>Biography</u></p> <ul style="list-style-type: none"> ▪ Read a number of biographies for fun and understanding. ▪ Analyse biographies of various known people, develop an understanding of chronological structure, grouping facts, language used. ▪ Write two biographies one of which is John Lennon. <p><u>Poetry – Song Lyrics</u></p> <ul style="list-style-type: none"> ▪ Listen and appraise song lyrics. ▪ Analyse songs for understanding and themes. ▪ Rewrite verses from The Beatles 'Eleanor Rigby'. 	<p><u>Crime & Detective</u></p> <ul style="list-style-type: none"> ▪ Read and enjoy 'Skulduggery Pleasant'. ▪ Read extracts from many crime and detective stories. ▪ Develop understanding of writing in active and passive voice. ▪ Use action, description and dialogue to move the story. ▪ Use vocabulary in line with the crime and detective genre. ▪ Follow the structure of a crime and detective genre. <p><u>Information with Text</u></p> <ul style="list-style-type: none"> ▪ Read a variety of Information hybrid texts. ▪ Analyse the various parts of the text. ▪ Research books linked to the heart and circulatory system. ▪ Produce an information hybrid text linked to the circulatory system. <p><u>Poetry with Imagery</u></p> <ul style="list-style-type: none"> ▪ Develop use of figurative language to create images. ▪ Read aloud many poems. ▪ Analyse poems for effect. ▪ Write their own winter-themed poem and perform for the class.
Science	<p><u>Light</u></p> <ul style="list-style-type: none"> ▪ How light travels. ▪ How light enables us to see objects. ▪ Why shadows have the same shape as the objects that cast them. 	<p><u>Animals & humans - Exercise, Health & the Circulatory System</u></p> <ul style="list-style-type: none"> ▪ Impact of exercise, drugs and lifestyles on their health. ▪ How are nutrients & water transported within animals & humans. ▪ How does the circulatory system work.
PSHE	<p><u>Health and wellbeing</u> <i>How can we keep healthy as we grow?</i></p> <ul style="list-style-type: none"> ▪ How you can live a balanced lifestyle – dental hygiene, sun care, sleep. ▪ How you can live a balanced lifestyle when using technology. ▪ Understanding of drugs and how they lead to an unhealthy lifestyle. ▪ Friendships and how to manage them to develop a healthy lifestyle. 	<p><u>Health and wellbeing</u> <i>How can we look after our mental health?</i></p> <ul style="list-style-type: none"> ▪ What our mental health is. ▪ Why we need to look after our mental health. ▪ What the signs are that someone is suffering with poor mental health. ▪ How we can support people who are suffering poor mental health.
History	<p><u>What is Liverpool best known for?</u></p> <ul style="list-style-type: none"> ▪ Discover how Liverpool influenced the transport industry. ▪ Learn how The Beatles influenced Liverpool, the UK and the World. 	

	<ul style="list-style-type: none"> Examine how the docks developed in Liverpool and the impact they had on the Liverpool, the UK and the world economically, socially, culturally. Use chronological knowledge to place events on a timeline. 	
Geography		<p><u>Where is South America and what is its main geographical features?</u></p> <ul style="list-style-type: none"> Where South America is. What are the human and physical facts about the countries in South America. What natural resources are produced in Brazil. Who the street children in Brazil are and what their life is like. What a time zone is.
RE	<p><u>Christianity (Church)</u> <u>How do Christians mark the 'turning points' on the journey of life?</u></p> <ul style="list-style-type: none"> Explore the church as a community of believers. Examine rites of passage. Look at how child baptism, confirmation and adult baptism. 	<p><u>Hindu dharma</u> <u>Is there one journey or many?</u></p> <ul style="list-style-type: none"> Explore Hindu beliefs about reincarnation. Develop an understanding of dharma and karma. Explore the ultimate aim of Moksha (liberation from rebirth).
PE	<p><u>Hockey</u></p> <ul style="list-style-type: none"> Travelling with the hockey ball. Sending and receiving skills. Choose, apply and evaluate Hockey tactics. Play a game of hockey, applying skills and tactics. Explore attacking and defending positions in hockey. 	<p><u>Dance</u></p> <ul style="list-style-type: none"> Explore areas of conflict. Create dance motifs. Contact work - the ideas of struggle, resistance, manipulation and control. Develop a motif and the use of space and formation. <p><u>Gymnastics</u></p> <ul style="list-style-type: none"> Perform matched, mirrored, counter, tension, part-weight bearing balances. Perform balances paired as a group. Perform a sequence of balances. Perform in unison and using apparatus Evaluate performances.
Art		<p><u>Drawing and Sketchbook '2D drawing to 3D making'</u></p> <ul style="list-style-type: none"> Explore how 2D drawings can be transformed to 3D objects. Work towards a sculptural outcome or a graphic design outcome.
Computing	<p><u>Coding</u></p> <ul style="list-style-type: none"> Design a playable game with a timer and score. Plan and use selection and variables and know how the launch command works. Understand about functions, how they are created and their names. Learn how to debug and use simulations. How to generate user input. Understand how 2-code can make a text-based adventure game. <p><u>Networks</u></p> <ul style="list-style-type: none"> Understand the difference between the internet and World Wide Web. Find out what a LAN and Wan are. Find out how we access the internet in school. Research the history and future of the internet. 	

DT		<u>Textiles</u> <ul style="list-style-type: none"> ▪ Use CAD to design a bag/mobile phone carrier. ▪ Develop sewing stitches to make bag/mobile phone carrier. ▪ Make and evaluate mobile bag/mobile phone carrier.
Music	<u>Developing Melodic Phrases</u> <ul style="list-style-type: none"> ▪ Celebrate a wide range of musical styles including, soul and pop. ▪ Find out how music can bring us together. ▪ Develop their understanding of playing the glockenspiel. ▪ Use rhythmic patterns crotchets, quavers, minims & semiquavers. 	<u>Understanding Structure & Form</u> <ul style="list-style-type: none"> ▪ Celebrate a wide range of musical styles including, soul, rock and swing. ▪ Develop their understanding of playing the glockenspiel. ▪ Find out how music connects us with our past. ▪ Use rhythmic patterns minims, dotted crotchets, crotchets, dotted quavers, quavers and semiquavers.
Spanish	<u>Sports & Hobbies</u> <ul style="list-style-type: none"> ▪ Revisiting all of the Spanish they have learnt so far in Years 3-5. ▪ Naming different sports and hobbies. ▪ Saying what sports and hobbies they do and what they like and dislike. ▪ Continue to develop their understanding of grammar in Spanish. 	