



Yearly Overview Year 6 (2022-23)



	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9	Week 10	Week 11	Week 12	Week 13
Autumn	Express Yourself		Full Steam Ahead!			Let There Be Light		Bright Spark		Meet the Greeks!			
Main Curriculum Areas	<ul style="list-style-type: none"> Art (digital art: portraits) 		<ul style="list-style-type: none"> Geography (geographical skills & fieldwork) 			<ul style="list-style-type: none"> Science (light) 		<ul style="list-style-type: none"> Science (electricity) 		<ul style="list-style-type: none"> History (Ancient Greece) Art (sketching, wire sculpture: people in action) 			
	<ul style="list-style-type: none"> PSHE (Health and wellbeing – independence & responsibility) Computing – Networks (HTML) 						<ul style="list-style-type: none"> PSHE (Health and wellbeing – looking after ourselves) Music – Christmas Carols and Performance Computing – Programming a game (Coding) 						
	Come and See - Loving					Come and See - Vocation & Commitment				Come and See – Expectations			
Spring	FAIRtrade?				Pump It Up!		A Prehistoric Puzzle – Darwin’s Discovery						
Main Curriculum Areas	<ul style="list-style-type: none"> Geography (physical & human features) D&T (design a product) 				<ul style="list-style-type: none"> Science (circulatory system) 		<ul style="list-style-type: none"> History (Pre-Roman Britain: Stone Age to Iron Age) Science: (evolution & inheritance) 						
	<ul style="list-style-type: none"> PSHE (Living in the wider world – media literacy) Computing – Animation (Plotagon) 						<ul style="list-style-type: none"> PSHE (Living in the wider world – online safety) Music – Happy Computing – Virtual and Augmented Reality 						
	Come and See – Sources					Come and See – Unity				Come and See – Death & New Life			
Summer	Darwin’s Discovery			Angry Earth				Mystery of the Maya					
Main Curriculum Areas	<ul style="list-style-type: none"> Science (living things and their habitats) 			<ul style="list-style-type: none"> Geography (physical & human features: natural disasters, volcanoes, earthquakes) Design Technology (structures: earthquake proof buildings) 				<ul style="list-style-type: none"> History (Non-European Study: Mayan civilization) Art (sewing and printing: sugar skulls) DT (Food – BBQ) 					
	<ul style="list-style-type: none"> PSHE (Relationships – Changing and growing) Computing – Podcasting Computing – APP Prototype (Keynote) 						<ul style="list-style-type: none"> PSHE (Relationships – moving to secondary school) Music – You’ve Got A Friend In Me Computing – 3D Lettering (Coding) 						
	Come and See - Witnesses					Come and See - Healing				Come and See – Common Good			