



St. Peter's Primary School

Curriculum Map: Year 6

Subject	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
English	One day Fiction outcome: Diary entry Purpose: to recount Non-fiction outcome: Letter Purpose: to inform	A Story Like the Wind Fiction Outcome: Flashback Narrative Purpose: To narrate Non-Fiction Outcome: Newspaper Report Purpose: To report	On the Origin of Species Fiction: Discovery Narrative Purpose: To narrate Non-Fiction: Explanation Text Purpose: To explain	The Ways of the Wolf Fiction: Documentary Narrative Purpose: To narrate Non-Fiction: Balanced Argument Purpose: To discuss	Shackleton's Journey Fiction: Endurance Narrative Purpose: To narrate Non-Fiction: Biography Purpose: To recount	Paradise Sands Fiction Outcome: First-Person Narrative Purpose: To narrate Non-Fiction Outcome: Warning Letter Purpose: To explain
Maths	Number - number and place value Number - addition, subtraction, multiplication and division Fractions Converting units	Number - number and place value Number - addition, subtraction, multiplication and division Fractions Converting units	Ratio Algebra Decimals Fractions, decimals and percentages Area. Perimeter and volume Statistics	Ratio Algebra Decimals Fractions, decimals and percentages Area. Perimeter and volume Statistics	Shape Position and direction Problem Solving/consolidation	Maths Mastery in Context KS3 Maths introduction
RE	Branch 1: Creation & Covenant	Branch 2: Prophecy & Promise	Branch 3: Galilee to Jerusalem	Branch 4: Desert to Garden	Branch 5: To the ends of the earth	Branch 6: Dialogue & encounter
	Creation and the Fall Second account of creation. Original Sin. Baptism - first sacrament of forgiveness. John 1. The Nicene Creed. Laudato Si. Jesus restores our relationship with God (Gen 2, 3, Jn 1).	Women in salvation history Sarah, Miriam, Esther, Deborah, Hannah. Mary - the fulfilment of the OT promises. The Infancy narratives in Matthew and Luke. The Magnificat. Women today responding to God's call (Gen 1, Ex 1, Jud. 4, 1 Sam. 1, Est 2-5, 7, 8, Lk 1).	The Gospel of John Jesus the Messiah revealed through 7 signs: Wedding at Cana, Healing the official's son, Healing the man at Bethesda, Feeding the 5000, Walking on water, Healing the Blind Man, Raising of Lazarus. 'I am the bread of life'.	Lent & Easter Jesus' earthly life (John's Gospel). The Last supper & Maundy Thursday. Mass. Stations of the Cross (Jn 12, 13, 18, 19).	John's account of the Resurrection The Empty Tomb - Jesus appears to Mary Magdala. Jesus appears to the disciples. The Conclusion. Christians believe in the Resurrection. Jesus as the Last Adam. The Story of Stephen. Saints (Jn 19, 20, 1 Cor 15, Acts 6,7).	Dialogue & encounter Promoting love and unity among all people. Promoting the common good together. The Church in dialogue with the world around it. 'Worldview'. Connections between Dharmic beliefs (Hinduism/Sikhism/Buddhism/Jainism).
Science	Living things: Classifying big and small Classifying living things by exploring shared characteristics and using classification keys to identify organisms.	Energy: Light and reflection Examining how light behaves by investigating reflection, shadows, and how light travels in straight lines.	Living things: Evolution & inheritance Exploring how characteristics are inherited and how fossil evidence supports the theory of evolution.	Energy: Circuits & batteries Understanding electrical circuits using models and investigating current, resistance, and voltage.	Animals, incl. humans: Circulation Learning about the circulatory system by exploring the roles of the heart, blood, and lifestyle choices.	Making connections: Safer sunglasses Evaluating sun safety by investigating how different sunglasses protect eyes from light and UV radiation.
History/ Geography	What was the impact of World War 2 on the people of Britain? Learning about the impact	Why does population change? Examining global population patterns by	What can the census tell us about local areas? Examining how census	Where does our energy come from? Investigating how natural resources and	Unheard histories: Who should go on the £10 banknote? Considering what makes a	Can I carry out an independent fieldwork enquiry? Applying geographical enquiry skills by investigating an issue in the local

	of World War 2 on Britain by exploring its causes and the experiences of people during the conflict. Pupils investigate how the war affected soldiers, civilians and migrants, using sources such as photographs, propaganda posters and oral histories.	investigating why some places are more densely populated than others. Pupils explore the factors that influence population change and migration, and use fieldwork locally.	records can help historians understand the past by making inferences about people's lives in different time periods. Pupils investigate Victorian jobs, the suffrage movement and the interwar years, while considering how census data has changed over time. Pupils plan and carry out their own enquiries.	energy are used in the UK and the USA while learning about global time zones. Pupils compare renewable and non-renewable energy sources, and carry out fieldwork for solar panel locations.	person historically significant by investigating why historical figures appear on banknotes. Pupils explore the criteria for significance, debate the achievements of different individuals and create a persuasive case for who should appear on a £10 note.	area. Pupils develop their own enquiry question, collect and analyse data, and present their findings and conclusions.
Art & Design/ Design Technology	Digital world: Navigating the world Programming a navigation tool to produce a multifunctional device for trekkers. Pupils combine 3D virtual objects to form a complete product concept using 3D computer-aided design.	Drawing: Expressing ideas Exploring how drawing can be used to express ideas and messages, inspired by a range of street art examples and environmental themes. Pupils investigate how artists use perspective, scale and proportion.	Mechanical systems: Automata toys Applying woodworking skills by constructing an automaton with moving parts and mechanisms. Pupils measure and cut materials, assemble a frame, select suitable cams and design characters.	Painting and mixed media: Artist study Researching an artist of personal interest, including their life, techniques and artistic intentions. Pupils collect ideas in sketchbooks, plan a final piece and work collaboratively.	Electrical systems: Steady hand game Developing knowledge of electrical circuits by designing and creating a steady hand game with an operational buzzer system. Pupils use nets to construct the base before building and testing a circuit.	Sculpture and 3D: Making memories Reflecting on primary school memories through sculpture and assemblage using found objects and hand-sculpted forms. Pupils design and create a personal memory box with symbolic significance.
Music	Discovering Grime Identify Grime's origins and key features. Use music technology to create a complete track, layering drum sounds, synths, and vocals. Make independent creative decisions.	Express, Inspire And Perform Perform songs in school assemblies, school performance opportunities and to a wider audience. Develop listening skills, balance between parts and vocal independence.	Music Reimagined Analyse and compare two contrasting musical interpretations of 'Spring'. Compose an original soundscape using digital software by arranging loops and new sounds.	Musical Sketches Plan and compose 8 bars of music that demonstrate melodic and rhythmic interest. Notate and perform composition, applying dynamic contrasts and ensemble awareness.	Music Remixed Create and arrange a remix of a song by layering original instrumental parts with manipulated loops using music technology. Listen critically to music to make informed creative decisions.	The Grand Finale Sing a repertoire of songs, including syncopated and partner songs, with appropriate style, phrasing, and expression. Perform confidently as part of an ensemble.
PSHE						
Computing	[IT] Introduction to Purple Mash Essential skills for beginning the scheme units. [IT] Data Detectives Interpret information and query interactive databases to find requested data.	[CS] Introduction to Python Introducing text-based Python coding using the Python in Pieces platform. [DL] Blogging Explore blogs and their features, writing, editing, publishing, and moderating posts.	[CS] Coding Learn to use cloning, hotspots, and complex flowcharts to develop a text-based adventure game.	[CS] Binary Understand that digital systems store and process information using patterns of 1s and 0s. [CS] Networks Learn what networks are, how they connect devices, and consider safety aspects.	[IT] 3D Modelling Explore 3D design using 2Design and Make CAD software to create and refine models. [IT] Graphing Create a range of familiar graph types using the 2Graph and 2Calculate tools.	[IT] Spreadsheets Use spreadsheet functionality to support real-world decision-making and problem-solving. [CS] micro:bit Collect data on environmental conditions and create programs using pin inputs for outputs.
PE	Game sense invasion Health related exercises	Dance: Prejudice and Discrimination Football	Gymnastics: Matching and mirroring Tchoukball	Gymnastics: creating sequences	Kim ball Golf	Athletics: running Cricket
French	Unit 1: French sport and the Olympics	Unit 2: French football champions	Unit 3: In my French house	Unit 4: Planning a French holiday	Unit 5: Visiting a town in France	

	Conjugating the verb aller, learning sports vocabulary, expressing preferences plus the infinitive. Revisiting country nouns and contracting articles with 'faire'.	Practising language-learning strategies through a football-related theme. Responding to questions about football players and writing football player profiles.	Learning how to describe a house, the different rooms and who lives there. Learning prepositions and consolidating grammar by writing a descriptive letter.	Using a combination of present and near-future tenses, and learning holiday-related vocabulary around packing and planning a journey to France.	Learning directional, transport and town vocabulary with prepositional phrases. Describing journeys, acting as tourist guides, and creating a tourist leaflet.	
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