

Cleves School Curriculum Map
Year 6 - SPRING 2022
Oceans

Maths

- **Number - Decimals**
 - Identify the value of each digit in numbers given to three decimal places
 - Multiply and divide numbers by 10, 100 and 1000 giving answers up to three decimal places
 - Calculate decimal fraction equivalents for a simple fraction
 - Round decimals to three decimal places or other approximations depending on the context
 - Solve problems which require decimal answers to be rounded to specified degrees of accuracy
- **Number - Fractions and Percentages**
 - Consolidate recognition of the per cent symbol and understanding that per cent relates to "number of parts per hundred"
 - Understand and use equivalences between simple fractions, decimals and percentages, including in different contexts
 - Find percentages of amounts
 - Solve problems with fractions, decimals and percentages
- **Measurement**
 - Develop understanding of how analogue and digital clocks tell the time; convert between units of time; consolidate fluency in recording and working with time.
 - Consolidate fluency in using money expressed in £ and p; Solve problems involving money using the four operations
 - Use, read and write standard units with up to three decimal places, including converting from smaller to larger units and vice versa
 - Convert between miles and kilometres and use a conversion graph
 - Continue to measure and compare using different standard units of measure
 - Consolidate skills in identifying and measuring perimeter; calculate the area of parallelograms and triangles
 - Estimate volume of cubes and cuboids; Calculate and compare volume of cubes and cuboids using standard units
 - Solve measurement problems with approximate equivalences between metric and imperial measurements
- **Algebra**
 - Express missing number problems algebraically; use simple formulae
 - Find pairs of numbers that satisfy an equation with two unknowns
 - Enumerate possibilities of combinations of two variables
 - Generate and describe linear number sequences
- **Number - Fractions and Ratio**
 - Solve problems involving relative sizes of two quantities where missing values can be found by using integer multiplication and division facts
 - Solve problems involving the calculation of percentages and the use of percentages for comparison
 - Solve problems involving similar shapes where the scale factor is known or can be found
 - Solve problems involving unequal sharing and grouping using knowledge of fractions and multiples
- **Statistics**
 - Interpret data in pie charts; present data using pie charts and line graphs; solve problems using pie charts and line graphs
 - Consolidate skills in interpreting and completing more complex tables, including timetables
 - Calculate and interpret the mean as an average

Literacy

- **Reading**
 - Maintain positive attitudes to reading and understanding of what they read by: increasing their familiarity with a wide range of books, including myths, legends and traditional stories, modern fiction, fiction from our literary heritage, and books from other cultures and traditions
 - Maintain positive attitudes to reading and understanding of what they read by: making comparisons within and across books
 - Understand what they read by: identifying how language, structure and presentation contribute to meaning
- **Writing - Genres to include magazine writing, formal letter, instructions, narrative (flashback), character descriptions and narrative (suspense)**
 - Discuss and identify identify grammar, vocabulary and structural features of a wide range of genre, noting the level of formality and the intended audience
 - Describe settings using figurative language and effective vocabulary to create appropriate atmosphere
 - Write imaginative narratives, with coherent story structure, describing settings and characters using effective vocabulary
 - Integrate dialogue to convey character and advance the action, including contrasting characters.
 - Propose changes to grammar, vocabulary and punctuation in own and others' work, to enhance effects and clarify meaning.
- **Speaking & Listening**
 - Speak confidently in an increasing number of situations and for a variety of purposes and contribute to discussions
- **SPAG - Spelling, Punctuation and Grammar**
 - Spell accurately and apply spelling rules (and their exceptions) in all written work
 - Convert between active and passive voice; use passive voice to affect presentation of information in a sentence
 - Identify and use the perfect form of verbs to mark relationships of time and cause

Computing

Computer Science

- To design efficient solutions to problems by creating algorithms that use the fewest steps
- To solve computing problems by decomposing them and creating a sub-solution for each of these parts (decomposition)
- Recognise that different solutions exist for the same problem

Digital Citizenship

- Recognising and Resolving e-safety concerns
- Understanding what is acceptable and unacceptable behaviour when using technologies, online services and social media

Science

Reversible and Irreversible Change

- To understand that dissolving, mixing and changes of state are reversible changes
- To explain that some changes result in the formation of new materials, and that this kind of change is not usually reversible

Light

- To understand that light normally travels in straight lines
- To understand how we see things
- Use idea of light travelling in straight lines to explain size and shape of shadows

PSHE/Philosophy	Geography	RE
Families and Friendships <ul style="list-style-type: none"> Attraction to others and romantic relationships. Gender identity and sexual orientation. Civil partnership and marriage. Forced marriage and the law. Recognising and managing pressure and understanding the term consent in different situations. Expressing your own opinions and respecting other points of view. Recognising and challenging stereotypes. Understanding the consequences of prejudice and discrimination. Money and Work <ul style="list-style-type: none"> Value for money and attitudes toward money and the decisions they make. The negative impact of money on a person's emotions and wellbeing. Financial risks. 	Geography <ul style="list-style-type: none"> Know the names and locations of the world's oceans and major seas. Understand the causes of pollution in the air and oceans. Understand key aspects of ocean pollution and its effects. Understand the problem of ocean plastics. Know and understand strategies to tackle the problem of plastic pollution of oceans. Understand the process of global warming through increased greenhouse gases. Understand why global warming leads to rising sea levels and its global impact. Understand the potential impact of rising sea levels on the UK. Understand the impact of warming oceans on marine life incl. Great Barrier Reef. Understand why global warming leads to rising sea levels and its global impact. Know about key figures of global climate change. Understand key of renewable/sustainable energy and their advantages and disadvantages. 	What can we learn about the Christian Faith from the Chronicles of Narnia? <ul style="list-style-type: none"> To understand what an allegory is and its powerful ways to explain difficult ideas Adam, Eve, Christmas and Easter: <ul style="list-style-type: none"> What are the connections? Why Did Jesus Die? <ul style="list-style-type: none"> To understand that some human relationships are fragile To understand that Christians believe Jesus died to mend humanity's broken relationship with God. To consider that Jesus' death is linked to animal sacrifices in the Old Testament

<h3>Art</h3> <p>Plastic Art</p> <ul style="list-style-type: none"> • Use materials to create 3D structures • Experiment with a range of media to overlap and layer creating interesting colours and textures and effects with materials • Use recycled, natural and man-made materials to create sculptures 	<h3>PE/Games</h3> <p>Games</p> <ul style="list-style-type: none"> • Invasion games - rugby, football, hockey, netball, fitness, handball • Indoor Athletics • To develop flexibility, strength, technique, control and balance in a variety of sports, and apply tactical knowledge. <p>Dance</p> <ul style="list-style-type: none"> • Dance and work inspired by the Lion King • To evaluate own performance and that of others and practises with increasing control and accuracy. 	<h3>Design Technology</h3> <p>Food Technology</p> <ul style="list-style-type: none"> • Understand how different foods are produced in different areas of the world. • Understand that some foods are seasonal and can give some examples. • Make a pizza and can select the appropriate tools to follow a given recipe. • Can estimate amount of ingredients to an appropriate level of accuracy.
<h3>Music</h3> <ul style="list-style-type: none"> • Djembe drumming • Contemporary/Jazz Music • Live performance • Analysing/performing rhythms • Understanding structure • Composing using Garage Band 		<h3>French</h3> <ul style="list-style-type: none"> • Daily routine • Telling the time • Breakfast foods • Forms of transport • Planning a trip • Easter traditions
<p>Dates for your diary</p> <ul style="list-style-type: none"> • Friday 11th February - End of first half term • Wednesday 2nd March - Lion King • Friday 1st April - End of Term 1.45pm 		