

AUGHTON CHRIST CHURCH CURRICULUM MAP YEAR: 6

SUBJECT		Autun	nn		Spring				Summer			
Theme	We Shall Never Surrender WW2 Children Evacuation		The World Around Us BRICs and significant geography of the world		A Ship Called Hope Lancashire slave trade		Our Changing World Climate change and (non) renewable energy		Out in The Wild The Lake District	The Golden Age Early Islamic civilisation		
Christian values	Thankfulness		Trust		Perseverance		Justice		Service	Truth		
MATHS	Number and place value Addition and subtraction (mental and written) Multiplication (mental and written) Division (mental and written)		Fractions, decimals and percentages Algebra and sequences Geometry and area Statistics		Place value, negative numbers and sequences Co-ordinates and geometry Calculations Fractions		Ratio and proportion Statistics 2D and 3D shape Measurement Algebra		Revision for assessments Applied maths (post assessments)	Number and place value Addition and subtraction (mental and written) Multiplication (mental and written) Applied maths		
ENGLISH UNIT	Narrative: Novel as a theme	Non-fiction: Biographies & autobiographies	Narrative: Older Literature	Poetry: Poems with imagery	Non-fiction: Explanation text	Narrative: Detective/Cri	me	Non-fiction: Formal and informal reviews	Narrative: Science Fiction	Poetry: Song Lyrics		
Reading for pleasure	Billy's Blitz – Barbara Mitchelhill		Kensuke's Kingdom – Michael Morpurgo		Journey Back to Freedom – Catherine Johnson		Running Wild – Michael Morpurgo		The Bubble Boy – Stewart Foster	I am Malala – Malala Yousafzai		
HISTORY	We Shall Never Surrender – World War II Significant turning point in British History and aspect of local history linked to childhood. Focused around life as a child during the war. How did the war start and key aspects of life involving, rationing, evacuation and rules and regulations brought in to keep children safe at this time.			A Ship Called Hope – Lancashire Slave Trade Children to learn about Lancashire's involvement during the slave trade: the conditions of the enslaved people through artefacts and sources referring to The Zong and Hope. They will make claims and use contrasting views to make historical conclusions.					The Golden Age – Early Islamic civilisation AD900 Children learn about a non- European society that provides contrasts with British history eg the early Islamic civilisation in Baghdad around AD900 commonly known as Islamic Golden Age and why this was a golden era compared to the dark ages in Europe.			
GEOGRAPHY			Children to know countries in the significance. Und the human and geographical fea countries (BRIC)	d key features of the BRIC(s) world and their derstand and place oblysical stures within these and around the oplace countries in zones and			sources of change Children to kn renewable ene fossil fuels and know the type	ing World – Natural energy and climate ow the importance of ergy based around country's d carbon emissions. Children to s of renewable energy and how act the world, considering e.	Out in the Wild - The Lake District Children study the human and physical geography of the Lake District comparing with other places studied previously. They consider elements such as tourism, transport, settlements, land use and change over time. Through use of maps, images and other sources of geographical information. They develop ordnance survey and digital mapping skills.			
SCIENCE	Light and Astronomy – How Light Travels Pupils should be taught to: Recognise that light appears to travel in straight lines. Use the idea that light travels in straight lines to explain that objects are seen because they give out or reflect light into the eye. Explain that we see things because the light that travels from light sources to our eyes or from light sources to objects and then to our eyes (and represent this in simple diagrammatic form).		ight and Astronomy – How ight Travels upils should be taught to: Recognise that light appears to travel in straight lines. Use the idea that light travels in straight lines to explain that objects are seen because they give out or reflect light into the eye. Explain that we see things because the light that travels from light sources to our eyes or from light sources to objects and then to our eyes (and represent this in		Animals/Health – Exercise, Health an Pupils should be taught to: Identify and name the main parts of the human of functions of the heart, blood vessels and blood. Recognise the impact of diet, exercise, drugs and the long term and short term). Describe the ways in which nutrients and water as humans.		n circulatory system, and describe the d. and lifestyle on the way their bodies function (in		Living Things and their Habitats – Evolution and Inheritance Pupils should be taught to: Recognise that living things have changed over time and that fossils provide information about living things that inhabited the Earth millions of years ago. Recognise that living things produce offspring of the same kind, but normally offspring vary and are not identical to their parents. Identify how animals and plants are adapted to suit their environment in different ways and that adaptation may lead to evolution.	Living Things and their Habitats – Classification Pupils should be taught to: Describe how living things are classified into broad groups according to common observable characteristics and based on similarities and differences, including micro-organisms, plants and animals.		

AUGHTON CHRIST CHURCH CURRICULUM MAP YEAR: 6

			Addition chilist choich collin	COLOIVI WALLEAM. O		
ART DESIGN	Use the idea that light travels in straight lines to explain why shadows have the same shape as the objects that cast them.	representing a simple circuit in a diagram. Use/interpret circuit diagrams to construct a variety of more complex circuits predicting whether they	DDINTING		TEVTUEC	
ART DESIGN	Policital Media Record, collect and store visual information using digital cameras etc. Present recorded visual images using software e.g. Photostory, Powerpoint. Use a graphics package to create and manipulate new images. Be able to Import an image (scanned, retrieved, taken)		PRINTING Create printing blocks by simplifying an initial jugger relief or impressed method. Create prints with three overlays. Work into prints with a range of media e.g. pen		TEXTILES Experiment with batik techniques. Experiment with a range of media to overlap and layer creating interesting colours and textures and effects.	
DESIGN TECHNOLOGY		FOOD Understand and apply the principles of a healthy and varied diet Choose ingredients to support healthy eating choices when designing their food products Prepare and cook a variety og mostly savoury dishes using a range of cooking techniques		MECHANISMS Develop a technical vocabulary appropriate to the project. Use mechanical systems such as cams, pulleys and gears. Use electrical systems such as motors. Program, monitor and control using ICT		STRUCTURES Use the correct terminology for tools materials and processes. Use bradawl to mark hole positions. Use hand drill to drill tight and loose fit holes. Cut strip wood, dowel, square section wood accurately to 1mm. Join materials using appropriate methods. Build frameworks to support mechanisms. Stiffen and reinforce complex structures
PSHE Delivered through SCARF	VALUING DIFFERENCE OK to be different We have more in common than not Advertising friendships Boys will be boys? Challenging stereotypes	ME AND MY RELATIONSHIPS Solve the friendship problem Assertiveness Don't force me Acting appropriately	BEING MY BEST What's the risk	KEEPING SAFE Traffic lights To share or not to share? Joe's story	RIGHTS AND RESPECT Fakebook friends	GROWING AND CHANGING I look great Media Manipulation Is this normal? Making babies What is HIV?
COMPUTING ONLINE SAFETY EACH HALF TERM	Programming Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems, solve problems by decomposing them into smaller parts. Use sequence, selection and repetition in programs; work with variables and various forms of input and output. Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs. Understand the difference between games and simulations Identify the various inputs that computer games can use Program a computer game by sequencing conditional statement Understand that programs are developed according to a plan Program an algorithm according to a plan Develop strategies for testing and debugging computer programs Understand that the behaviour of a computer program should be planned	Network Understand computer networks including the internet, how they can provide multiple services, such as the world wide web and the opportunities and collaboration. Understand that a computer network is a group of computers that are connected Know that computer networks allow users to communicate and share Understand that the internet is many networks that are connected to each and the router sends/receives information as packets of data Know that computers connected to the internet have their own address Use clear search terms when conducting internet searches in order to find things out Know that web pages are written in HTML	Spreadsheets Select, use and combine a variety of software on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, evaluating and presenting data and information. Identify some parts of a spreadsheet and cell references Understand that spreadsheets can be used to store numerical data and make calculations Know that recalculations with different values can be done quickly To enter and formula to calculate totals and enter numerical data into cells Understand that graphs and charts can be easily created and changed from spreadsheet data Understand the SUM function can be used to create formulas that will perform addition calculations Use a spreadsheet to model a costing exercise	Designing and Developing Apps Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems, solve problems by decomposing them into smaller parts. Use sequence, selection and repetition in programs; work with variables and various forms of input and output. Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs. Understand the value of mobile technology and its future development Explore event-driven programming using a text-based programming language Understand the importance of decomposition Know that variables contain values Use algorithms to develop a solution to a problem and translate them into codes To develop an app according to a plan Develop strategies for testing and debugging computer programs	Artificial Intelligence Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems, solve problems by decomposing them into smaller parts. Use sequence, selection and repetition in programs; work with variables and various forms of input and output. Understand what AI is To know what the 'Turing Test' is Understand that AI systems are trained using Machine Learning To create an algorithm that generates appropriate responses to questions.	Programming – Designing and Developing 3D Animations Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems, solve problems by decomposing them into smaller parts. Use sequence, selection and repetition in programs; work with variables and various forms of input and output. Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs. Know how to add an object to a screen and program simple instructions Use procedures to move objects on a screen, test and debug an amination Simplify a program using procedures To use conditional statements Understand and use variables in a computer program Use decomposition to devise a storyboard for animation Develop an animation Test and debug an animation

AUGHTON CHRIST CHURCH CURRICULUM MAP YEAR: 6

				AUGHTON CHRIST CH	URCH CURRICU	JLUM MAP	YEAR: 6			
			Recognise and use basic HTML syntax							
			,							
RE	Hindu Dharma		CHRISTIANITY-GOD	ISLAM		CHRISTIAN	IITY-JESUS	BUDDHISM	CHRISTIANITY-T	HE CHURCH
Key Question Is life like a journey	Is there one journey or many?		How do Christians mark the turning points on the journey of life?	What is Hajj and why is it important to Muslims?		Why do Christians believe Good Friday is 'good'?		What do we mean by a 'good' life?	Is life like a journey, what's the destination?	
MUSIC	НАРРУ		CLASSROOM JAZZ 2	A NEW YEAR CAROL		YOU'VE GOT A FRIEND		MUSIC AND ME	REFLECT, REWIND AND REPLAY	
PE	Gymnastics		Invasion Games	Health and Outdoor Ed		Striking & Fielding		Dance	Athletics	
MFL – French	Boucle d'Or et les Trois Our – Goldilocks and the thee bears		Traditions et Celebrations	Chez Moi		Quel temps fait il – The weather		Les Habitats -habitats	Les Jeux Olympiques – The Olympics	
ENRICHMENT	Outdoor	Cultural Diversity	Community Opportunities	Outdoor Learning Cultural D		Diversity Community		Outdoor Learning	Cultural	Community
	_		community opportunities	Outdoor Learning	Cultural Diversity			Outdoor Learning		_
OPPORTUNITY	History: WW2 themed day focused around evacuation and empathy of children during this time. History: Visit to Liverpool Western Approaches and Maritime Museum to understanding the importance of Liverpool in the war.	English: Mae Jameison – first black femail into space. English: Awareness of Jewish struggle during Holocaust with focus on Anne Frank and her struggle. History: Key historical leaders during WWII and their political views UK and USA: democracy, Soviet Union: communism Italy and Germany: fascism What was life like for these people in this time? RE: Visit to Liverpool Cathedral – RE focus History: WW2 afternoon – our local heroes and family members? Who do we know that contributed to the war? Our community consists of a wide variety of people.	Music: Singing WWI and II songs at local Nursing Home History: WWII evacuation day involving the local church grounds. English: Class visit to Ormskirk School Show. Independent writing opportunities around a formal and informal review of the show	Geography: Eco drive – Y6 to lead recycling and litter picking in the local community with local supermarkets English: Trust, team-building and communication activities and initiatives at Aughton Quarry or other activity centre. English: Outdoor crime scene investigation for English unit – Who dunnit?	Geography: Chai geographical step based around Scipart of BRICS RE: Visit to Muslic our community if of many different History: Lancash trade – relate to emotions of slave this time from finaccounts.	im Mosque – is made up it people. ire slave feelings and res during	Geography: Eco day – raising awareness of recycling and climate change English: Writing to Local MP about geographical issues in the local community (closing of public places and increasing residential areas in places of natural beauty). Science: Career' Fair with local community focused around STEM with emphasis on females in our community.	Geography: Residential at Tower Wood – geography field skills, kayaking, mountain climbing, fell walking, river walk and analysis of animal adaptations. Geography: Fieldwork – what's the impact of human geography on physical geography of Lake District? Where have people come from and why? How has tourism impacted on the Lakes?	History: Appreciation of Islamic scholars who shaped world today – challenge views Baghdad and war-torn Iraq. History: What do people think of Islam today – has it always been like this? Why do people think this? Art: Jong Seon – Korean artist compared to well-known artists (John Constable and JMW Turner) History & DT: Important Early Islamic scholars who were pioneers for our modern-day mechanisms (cams).	Links with Ormskirk and St Bede's school – focus on transition with past pupils: Q&A session for Year 6 to support transition. Science: Science transition sessions linked with Ormskirk School.