Year 6
Autumn Term 2016
Curriculum Overview

Subject	Autumn Term	
RE	**Unit B** **Followers of Christ** In this unit of work we consider the call of the disciples by Jesus. The children will learn about the demands that the call of Christ placed on these first disciples and they will think about ways in which people answer the call of Christ today through the life of the Church. **Unit E** **Baptism & Confirmation Celebrations** In this unit the children will learn about the celebration of the Sacraments of Baptism and Confirmation. They will explore the signs and symbols of both these Sacraments and will hear about the gift of the Holy Spirit being given in the celebration of these Sacraments.	**Unit C** **Advent** In this unit the children will be given opportunities to develop their knowledge and understand of the two parts of the Season of Advent. A time to prepare for Christ to come again and a time to prepare to celebrate his birth at Christmas. Through some Parables of Jesus and some of the prayers and hymns of the Church they will explore these themes. **Unit D** **Christmas** In this unit of work the children will explore the story of the birth of Christ from the Gospel of St. Matthew and the Gospel of St. Luke. They will also learn about some images of Christ that are found in the Prologue to the Gospel of St. John.
English	The study of Skellig by David Almond. The children's writing will be guided by this book.	To be decide upon shortly
Maths **Mrs Parker**	- Read, write, order and compare numbers up to 10 000 000 and determine the value of each digit - Round any whole number to a required degree of accuracy - Identify the value of each digit in numbers given to three decimal places and multiply and divide numbers by 10, 100 and 1000 giving answers up to three decimal places - Use common factors to simplify fractions; use common multiples to express fractions in the same denomination - Compare and order fractions, including fractions greater than 1 - Associate a fraction with division and calculate decimal fraction equivalents [for example, 0.375] for a simple fraction [for example, $\frac{3}{8}$] - Draw 2-D shapes using given dimensions and angles - Recognise, describe and build simple 3-D shapes, including making nets - Compare and classify geometric shapes based on their properties and sizes and find unknown angles in any triangles, quadrilaterals, and regular polygons - Multiply multi-digit numbers up to 4 digits by a two-digit whole number using the formal written method of long multiplication - Divide numbers up to 4 digits by a two-digit whole number using the formal written method of long division, and interpret remainders as whole number remainders, fractions, or by rounding, as appropriate for the context - Divide numbers up to 4 digits by a two-digit number using the formal written method of short division where appropriate, interpreting remainders according to the context	
Science	**Animals Including Humans** - identify and name the main parts of the human circulatory system, and describe the functions of the heart, blood vessels and blood - recognise the impact of diet, exercise, drugs and lifestyle on the way their bodies function - describe the ways in which nutrients and water are transported within animals,	**Evolution** - 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

		including humans	adaptation may lead to evolution.
Computing		**Developing Apps** Market Research and advertising their apps How apps are used to solve problems What problems do we want to solve? Capabilities of smartphones today -GPS	**Algorithms/ Scratch** Using Scratch input a series of instructions to achieve a particular goal using our app ideas. How do algorithms work when solving problems? How can we apply them to our app designs?
History		**Victorian Britain** How did the lives of the Victorians influence how we live today? The British Empire The lives of children in Victorian Britain.	**Victorian Britain** Industrial Revolution and inventions. Health and disease and the medicine used. Famous Victorian Biographies.
PSHE		**Dotcom Scheme** Looking at risks in the children's lives and how they can be responsible and stay safe. Value of friendship and being special and unique	.
Art		**William Morris** Examine pattern and texture in the work of William Morris	**William Morris/printing** Look at wallpaper designs of William Morris. Use press printing and screen printing techniques to make a two colour design and create own printing utensil.
PE		Hocky	Team building and team building games
Music		**Taught by** **Ms J Davis**	
Spanish		Numbers up to 1000, classroom supplies – lending and borrowing and Spanish Christmas songs and crafts.	