

## Saint Mary's Catholic Voluntary Academy

## 2022/23 CURRICULUM MAP - YEAR 6

	Advent Term 1	Advent Term 2	Lent Term 1	Lent Term 2	Pentecost Term 1	Pentecost Term 2
Topic Focus and Lead Question	History Islamic Civilization Why was the Islamic civilization around AD900 known as the golden age?	Science Circulatory system Why is the heart the most important pump that we own?	Science Electricity and Light How can you light up your life?		Science Evolution and Inheritance Have we always looked like this?	Geography Mapping I'm a Year 6 pupil, how can I get out of here?
Key Knowledge	Know about the impact that one of the following ancient societies had on the world: the Islamic civilization. Know why they were considered an advanced society in relation to that period of time in Europe.	Identify and name the main parts of the human circulatory system. Know the function of the heart, blood vessels and blood. Know the impact of diet, exercise, drugs and lifestyle on health. Know the ways in which nutrients and water are transported in animals, including humans.	Compare and give reasons for why components work and do not work in a circuit.  Draw circuit diagrams using correct symbols. Know how the number and voltage of cells in a circuit links to the brightness of a lamp or the volume of a buzzer.  Know how light travels.  Know and demonstrate how we see objects.  Know why shadows have the same shape as the object that casts them.  Know how simple optical instruments work e.g. periscope, telescope, binoculars, mirror, magnifying glass etc.		Know how the Earth and living things have changed over time. Know how fossils can be used to find out about the past. Know about reproduction and offspring (recognising that offspring normally vary and are not identical to their parents). Know how animals and plants are adapted to suit their environment. Link adaptation over time to evolution. Know about evolution and can explain what it is.	Know about time zones and work out differences. Know what most of the ordnance survey symbols stand for. Know how to use sixfigure grid references.
Literature	The golden horsemen of Baghdad The Arabian nights	Pig heart boy	The boy who harnessed the wind Letters from the lighthouse Lampie		Wonder	Floodland

English	Written outcomes:	Written outcomes:	Written outcomes:	\\\/\nitton_outgomos	Written outcomes:
English	Portal story	Character story	Fantasy story	VVritten outcomes:	vvritten outcomes:

	Advent Term 1	Advent Term 2	Lent Term 1	Lent Term 2	Pentecost Term 1	Pentecost Term 2
	Non- chronological report Poems using personification	Discussion and journalism Newspaper report	Explanat Traditio Let	obiographical writing ion texts onal tale ters dles	Finding narrative- reflection back in time Persuasive writing Diary entry Song lyrics Precepts	Defeating the monster narrative Instructions Free verse poems
Maths	Place value Addition, subtraction, multiplication and division Fractions	Fractions Position and direction	Decimals Percentages Algebra	Converting units Perimeter, area and volume Ratio and proportion	Properties of shape Problem solving Statistics	Investigations Consolidation
Religious Education	Loving Vocation and commitment	Judaism Expectations	Hinduism Sources	Unity Death and new life	Witnesses Healing	Common good Islam
Community		Remembrance Reverse advent				Mapping of local area
British Values	Mutual respect for and tolerance of those with different faiths and beliefs and for those without faith.	Individual liberty Parliament week	Rule	of Law	Individual liberty	Democracy
Outdoor Learning	Forest schools  Commando Joe					Orienteering White Hall residential

Additional Science	Classification of plants and animals					Scientists
Modern Foreign Languages		German		German		German
	Advent Term 1	Advent Term 2	Lent Term 1	Lent Term 2	Pentecost Term 1	Pentecost Term 2
Music	Нарру	Classroom jazz		carol You've friend	Music and me	Reflect, Rewind and Replay
Computing	Digital Literacy  Data and information: flat file databases	Digital Literacy  Computer systems and networks- communication  Data and information- spreadsheets	Digital Literacy Programming- Variables in games Programming- Sensing		Digital Literacy  Creating Media- Webpage design	Digital Literacy  Creating Media- 3D  modelling
PE	Ball skills  Reaction/Response  Throw tennis  Endball	Static balance Seated volleyball Scorpion handball Dance/gymnastics	Dynamic balance Counter balance River crossing Kadabi	Jumping and landing Static balance: one leg Jumpball Jump, roll, balance Dance/gymnastics	Static balance Coordination Beanbag raid Dodgeball	Sending and receiving  Ball chasing  Throlf  Scatterball  Dance/gymnastics
Art	Islamic patterns, collage	Abstract pictures Painting- colours	Observational drawings to show refraction		Combining features of family members Animals in their chosen habitat	Landscape studies

Design and Technology	Build a functioning	Make a periscope	Textiles
	heart model	Shadow puppets	3D maps
	Making heart health foods	Shadow sculpture	
		Pressure alarm e.g. steady hand games	