



Year 6 Curriculum Overview 2023-24

Summer 2nd Half Term

	03.06.24	10.06.24	17.06.24	24.06.24	01.07.24	08.07.24	15.07.24
Key Events		Sports Day 2024		TRANSITION DAYS 2024		TRANSITION	LEAVERS PRODUCTION LEAVERS ASSEMBLY LEAVERS LUNCH
Focus weeks		PE		PSHE		PSHE- Resource made by Miss G	EXPRESSIVE ARTS
Room of Wonders							
English	Beowulf			Holes			
Maths	Consolidation and themed project						
RE	People of Faith What is Faith?	People of Faith What does it mean for a person to have faith?	People of Faith What does it mean to be a person of faith?	People of Faith What motivates people of faith?	People of Faith How does having faith affect people's lives?	People of Faith In what ways have people of Christian faith built God's kingdom on Earth?	Leavers Church Service
PSHE	Keeping Safe Transition to High School- Resource made by Miss Garnett						
Science	Electricity Can you change the brightness of a bulb or the speed of a motor in a circuit?		Electricity Would a bulb and motor blow out if too high a voltage is used?		Electricity Can the brightness of the bulb in a circuit be altered by changing the wires?		End of Year Production
Geography							



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History	1970s What are positive/negative aspects of life in Britain during the 1970s?	1980s What was so significant in the 1980s linked to Parliament?	1980s What life was like in Britain during the 1980s?	1990s What are the main events and characteristics of the 1990s, and what connections can you make between some of the changes that have occurred since 1948?	End of Year Production		
Art & Design	Brave Colour Exploring how artists use light, form and colour to create immersive environments						
D&T							
Music	PRODUCTION- KS2 PERFORMANCE Can you use your voice expressively and creatively by singing songs and speaking chants and rhymes?	PRODUCTION- KS2 PERFORMANCE When you listen with attention to detail and recall sounds with increasing aural memory, what do you notice?	PRODUCTION- KS2 PERFORMANCE Can you listen with concentration and understanding to a range of high-quality live and recorded music?	PRODUCTION- KS2 PERFORMANCE LEAVERS SHOW			
Computing	iData Computing challenge - Creating a website				End of Year Production		
MFL	Jobs	Workplaces – Lieux de travail			Quand je suis plus vieux...	End of Year Production	
PE	Pupils are aware of their own timing and can accurately copy and	Pupils can make decisions about their dances to make them interesting and	Pupils learn and perform a range of counter balances and/or lifts within	Pupils create and perform a travelling sequence on their own pathway,	Pupils can perform the entire dance with strong characterisation and timing	Pupils can perform the entire dance with strong characterisation and timing without any teacher guidance.	End of Year Production



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	<p>replicate one/series of dance movements. Resilience - To work together to create, rehearse and perform a group sequence.</p>	<p>unique. Pupils add character to their actions to portray the story. Resilience - To work together to keep improving their group dance.</p>	<p>their existing group dance. Some pupils will suggest their own lifts and teach others how to execute them. Resilience - To work with a partner</p>	<p>exploring the space, remaining in unison with their group. Resilience - To work together to improve and rehearse the dance.</p>	<p>without any teacher guidance. Resilience - To perform the dance to the best of their ability.</p>	<p>Resilience - To perform their group dance to the best of their ability.</p>	
	<p>To dribble a ball. To pass and receive a pass using a variety of skills. Decision Making - To make decisions on when to pass the ball in a game situation.</p>	<p>To select and apply appropriate tactics when playing different invasion games. Decision Making - To make decisions on when to pass the ball in a game situation.</p>	<p>To create rugby type game and select and apply tactics to outwit an opponent. Problem solving - To adapt my experience of games and generate ideas and explore possibilities to create a unique game.</p>	<p>To work as a team to solve a tactical problem through designing a unique invasion game. Co-operation - To share my ideas and resources.</p>	<p>To adapt an invasion game to include positions and attacking/defending options. Evaluation - To evaluate an invasion game and offer suggestions for improvements.</p>	<p>To apply simple attacking and defending tactics when playing an invasion type game. Evaluation - To evaluate own work and that of others and suggest ways to improve.</p>	End of Year Production