



St Peter's Church of England (VC) Primary School

Year 6 Curriculum Overview

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Topic	Ancient Greece	Agincourt	Enough for Everyone	Amazing America	Tudors	Tudors
Extra-Curricular	British Museum	Medieval Workshop		Gurdwara Visit	Horton Kirby - Animals Theatre Trip Residential Trip to Dorset	End of Year Production
English	Greek Myths	Henry V	Long Walk to Freedom	Kensuke's Kingdom	Sherlock Holmes	Skellig
Mathematics	Chapter 1 (8 lessons) Numbers to 10 million	Chapter 3 (18 lessons) Fractions	Chapter 5 (7 lessons) Measurements	Chapter 7 (5 lessons) Percentages	Chapter 10 (7 lessons) Area & Perimeter	Chapter 13 (11 lessons) Position & Movement
	Chapter 2 (23 lessons) Four operation on whole numbers	Chapter 4 (15 lessons) Decimals	Chapter 6 (9 lessons) Word problems Mid-year Assessment Tests after Chapter 6	Chapter 8 (10 lessons) Ratio Chapter 9 (11 lessons) Algebra	Chapter 11 (6 lessons) Volume Chapter 12 (13 lessons) Geometry	Chapter 14 (13 lessons) Graphs & Averages Chapter 15 (3 lessons) Negative Numbers End of Year Assessment Tests
Science	Human Biology – the circulatory system	Electricity	Light	Biology Evolution and inheritance	Living things and their habitats	
History	Ancient Greece	Agincourt			Tudors	Tudors
Geography			Enough for Everyone	Amazing Americas		
Art	Artists: Tony DiTerlizzi, Georges Seurat	Greeks	Sculpting, beading, mosaic	Crochet	Stop motion animation	Prop making
Design & Technology			Global food			Automated animals
PE (Games)	Netball	Football	Basketball	Hockey	Rugby	Rounders
PE (Gym)		Gym unit 1	Gym unit 2			
Religious Education	Ideas about God	The Church	Sikhism	Easter/ What Jesus said about himself	Sikhism	The Church
PHSE	UNICEF Rights Respecting/Christian values					
Music	Singing – Elements Of Music		Samba Bateria – Samba Reggae/Batucada Call and response Leading Role		Chair Drumming and Singing African Songs/Rounds/Canon	
Computing	Introduce algorithms and internet safety	Introduce algorithms and internet safety	Continue algorithms and debugging. Effective internet	Continue algorithms and debugging. Effective internet	Use of variables within programming. Collecting and	Use of variables within programming. Collecting and presenting data.

			searching	searching	presenting data.	
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