English:

Biographies - Linking with our Crime and Punishment topic, the children will research and write a biography of a famous criminal. They will be reading various biographies and identifying features for this type of writing.

The Highwayman – The children will engage in active reading and exploration of this narrative poem. Through practical activities and discussion, the children will write a flashback story from a different first person perspective.

Oliver Twist - Whilst looking at Victorian Crime and Punishment, we will link our English and write a newspaper report based on a scene from Oliver Twist. thoughts and motives from their actions, and justifying



WW1 – Poetry. We look at Dulce et Decorum Est and also the Christmas Truce.

History: - 'Crime and Punishment': Exploring how crime, detection and punishment has changed from Roman times to the 21st century.

French: - 'le weekend' – Children learn to talk about their hobbies and pastimes. They learn to express opinions in French.

Art: - Children will develop their skills of drawing objects and buildings from different perspectives. They will then have the opportunity to create their own images based on real life observations.

Design Technology: - Children will investigate, design, make and evaluate waistcoats. They will learn and practice a range of sewing techniques.

Computing - In our unit Refining attacking and on online safety, defending skills in netball children will be taking a and tag-rugby and more indepth look at a learning gymnastics variety of safety issues. They will also be using Tinkercard for 3D modelling. Year 6 **Curriculum Map**

PE: -

moves.

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RE: - Rules, Justice and Freedom Children to understand why we have rules in society and why rule breakers get punished. Children will explore the themes of justice and fairness in religious stories

Music: - Listening for pulse and beat within a range of music. Appraising different styles of dance music and composing in groups.

Maths:

Calculation – Solving multi-step problems involving fractions, decimals and percentages (written methods and calculator use). Find the difference between 2 negative numbers, or a positive and a negative number. Order decimal numbers with up to 3 decimal places.

Number Facts - Solving problems and puzzles in an organised way; finding rules in number patterns and sequences. Using known number facts to help with other calculations e.g. $3 \times 4 = 12$.



so $3 \times 0.4 = 1.2$. Learn about prime numbe square numbers, factors and multiples. Understand BODMAS.

Where a state a contract interpretion and the pore a evaluation of measuring equipment, convert from litres to millimetres and vice versa. Calculate the area and perimeter of shapes through. Estimate angles. measure and draw them.

Geometry - Classify 2d/3d shapes according to parallel/ perpendicular lines. Reflect, rotate and translate shapes.

Science: Light & How we see things -

Learning about how light travels in straight lines. Using mirrors to explore reflection and refraction. Investigating how the length and direction of a shadow can be changed. **Electricity** – Focus on materials which are electrical conductors, extend understanding of ways in which the brightness of bulbs or speed of motors in a circuit can be changed. Learn to use conventional symbols for communication

PSHE - Physical health and Wellbeing. Knowing what wellbeing is and how social media can impact wellbeing. Online safety negative and positive relationships.