

What will my child learn in Year 6?

This is a summary of what the children will be learning this year. A full explanation of skills, knowledge and vocabulary can be found on the curriculum pages.



History

Changes History Detectives

What does the census tell us about local areas? Investigating local histories from the Victorian to the inter-war period, children explore census records. They learn about the census, its purpose and its changes over time. Children suggest reasons for these changes, linking them to national events and plan their own historical enquiry, they research a local family or street.

What was the impact of WWII on British people?

Children investigate the causes of WW2; learning about the Battle of Britain; investigate the impact of the Blitz and evacuation on people's lives; and evaluating the effectiveness of primary sources.

Unheard Histories: Who Should Go on the Bank Note?

This topic considers what makes a person historically significant by investigating why historical figures appear on banknotes. It introduces key vocabulary and information about the achievements and legacies of historically significant people.

Science

Living things: Classifying big and small

Children broaden their knowledge of how vertebrates, invertebrates, plants and micro-organisms are grouped using shared characteristics. They discover how Carl Linnaeus developed the Linnaean and binomial systems for classifying and naming living things.

Energy: light and reflection

Proving that light travels in a straight line, children use this information to explain observations of reflection and shadows. Children investigate the effect of moving an object away from the surface it casts a shadow on and the relationship between the incoming and reflected rays on a mirrored surface.

Living things: Evolution and inheritance

Children learn about characteristics that are inherited and those that are environmental. Through the eyes of Darwin and Wallace, children understand how observations lead to theories. By modelling finches' variation and natural selection, they begin to explain how species evolve and the role of fossil evidence that supports this theory.

Energy: Circuits, batteries and switches

Revisiting electrical circuits, children learn to draw conventional circuit diagrams and use models to explain current, resistance and voltage.

Animals: Circulation and health

Studying the human circulatory system, children learn about the role of the heart, blood and blood vessels and use models to demonstrate their function. Children investigate the relationship between exercise and heart rate.

Making connections: Are some sunglasses safer than others?

Exploring sun safety, children investigate the efficacy of different sunglasses. They devise enquiries to test light and UV transmission of the lenses to form a conclusion about which sunglasses are best.

Geography

The Great Population mystery

Investigating why certain parts of the world are more populated than others; exploring birth and death rates; discussing social, economic and environmental push and pull factors; learning about the population in Britain and its impacts.

Around the World In Energy and Time

Learning about renewable and non-renewable energy sources, where they come from and their impact on society, the economy and the environment.

Local Study-Stratford-Upon-Avon

Observing, measuring, recording and presenting their own fieldwork study of the local area.

Computing

Children prepare for secondary computing by exploring advanced programming, hardware, networks, machine learning and digital citizenship while creating purposeful multimedia projects.

Programming 1: Scratch: Pixels and positions

Children use coordinates and variables to create more advanced Scratch programs.

Computing systems: Understanding hardware, networks and security

Children learn how computer systems work together and how to keep them secure.

Programming: Exploring Python

Children are introduced to text-based programming using Python.

Computing systems and networks: Machine learning

Children explore how computers can learn from data and make predictions.

Creating media: Creating a multimedia project

Children combine different forms of media to create a purposeful digital project.

Online safety: Life online

Children explore the opportunities, responsibilities and risks of living in a digital world.

Art

Drawing: I need space

Children explore effects with tools, understanding and applying chiaroscuro, and creating symbolic and expressive drawings. They learn how to convey messages through their artwork.

Painting & mixed media: Artist study

Children explore meanings behind paintings, and developing personal interpretations and abstract art pieces based on selected artists.

Sculpture and 3D: Making memories

Children learn how to create expressive sculptures and reflect on artistic decisions. Children learn to represent memories through art, using various materials and techniques, and develop skills in planning, creating, and evaluating 3D sculptures.

Craft and design: Photo opportunity

Children explore creative photographic techniques, creating new images through photomontage, understanding photorealistic self-portraits, and applying digital photography to art design, enhancing their skills in composition and editing.

Children also learn Music and access weekly PE and PSHE sessions.

Daily literacy and maths lessons support children to reach their curriculum end goals.



RE

This year children examine how religion is shaped by culture, geography and history while considering challenging philosophical questions about suffering and belief. They conclude their primary RE learning by evaluating the role of religion and worldviews in contemporary society.

Why does religion look different around the world? (Part 1)

Children explore how culture, migration and tradition shape religious practice.

Why does religion look different around the world? (Part 2)

Children investigate how geography, history and interpretation influence religions globally.

Why is it better to be there in person?

Children explore pilgrimage and why certain journeys hold special significance.

Why is there suffering? (Part 1)

Children consider different religious and personal explanations for suffering.

Why is there suffering? (Part 2)

Children explore responses to suffering and how beliefs can provide meaning and support.

Design & Technology

Electrical Systems: Steady Hand Game

Children understand what is meant by fit for purpose design and form follows function to design and develop a steady hand game using a series circuit.

Textiles: Waistcoats

Using a combination of textiles skills such as attaching fastenings, appliqué and decorative stitches, children design, assemble and decorate a waistcoat for a chosen purpose.

Cooking and nutrition: Come Dine with Me

Children develop a three-course menu focused on three key ingredients, as part of a paired challenge to develop the best class recipes.

Enrichment

All topics will be enriched with trips and visits e.g The History Man, Theatre Trips