EDS
The Learning Organisation

Durham County Council

YEAR 6 CURRICULUM MAP

		Autumn – Rainforests (G)	Spring - Change (S)	Summer – Sport
Reading	Word reading	NC Appendix 1 (NC p 43)		
	Comprehension	Texts include: wide range of fiction (including fairy stories, myths and legends, modern fiction, fiction from our literary heritage and books from other cultures and traditions), poetry, plays, non fiction texts and reference books /text books (NC p 43)		
Writing	Transcription	Spelling programme (NC Appendix 1)		
	Composition	Writing focusing on audience, purpose and form (NC p 47/48)		
	VGP	NC Appendix 2		
Speaking and Listening		12 Statutory statements (NC p 17)		
Maths		Number and Place Value, Addition and Subtraction, Multiplication and Division, Fractions (decimals and percentages), Ratio and Proportion, Algebra, Measures, Geometry: properties of shape, Geometry: position, direction and motion, Statistics		
Science		Evolution and Inheritance Animals including humans	Electricity Light	Living Things and Habitats
		Working Scientifically – on going across the year		
Computing		Computer Science - solve problems by decomposing them into smaller parts; use logical reasoning to detect and correct errors in algorithms IT - combine a variety of software to accomplish given goals and select, use, combine software. Digital Literacy - appreciate how search results are ranked	IT - use and combine software on a range of digital devices Design and create systems Digital Literacy – be discerning in evaluating digital content	Computer Science - use selection in programs; work with variables; use logical reasoning to explain how some simple algorithms work; IT - analyse & evaluate data select, use and combine software Understand the opportunities computer networks offer for collaboration Digital Literacy - be discerning in evaluating digital content
History		Aspect or theme in British History post 1066 – 'A Magnificent Millennium' – How did life in Britain/Durham change 1000-2000 or 1066 to present day?		
Geography		Human and physical geography - Why are rainforests important?		Locational and place knowledge - investigating Brazilian cities
		Geographical skills and fieldwork – on going across the year		
D.T.		Structure - make a shelter to survive in the rain forest – bush craft activity	Cooking and nutrition	Mechanism – make a moving cam model to show a sporting hero
Art and Design		Printing - fossils Drawing – observational drawings and develop section details	Textiles –record an event using fabric as a media	Painting & printing - pop art subject based on sporting hero Sculpture – South American art
		Create sketchbooks to record observations		
Music		Rainforest descriptive sound effects and rhythms - ensemble percussion – children lead. conservation songs	Tuned instruments: chords – cycle of 5ths structures e.g. - tonic/dominant/ subdominant /tonic	Rhythmic reflections – performance creating music for a ceremony/leavers' assembly
		Music Education Hub: First Access Programme Delivery – Integration with curriculum teaching – continuation – impact. (Durham Music Service)		
MFL		Our World (QCA Unit 20) *Describing geographical features Describing position of features Reinforce the weather (present and future) Use the superlative Present the months*	The Café (QCA Unit 21) *Saying and understanding prices (reinforce numbers) Buying food and drink in a café*	The Past and the Present (QCA Unit 22) *Describing places Comparing past and present Saying how much or many things are*
P.E.		Games & Gymnastics Games & Dance	Dance & Gymnastics Games & Gymnastics	Games & Gymnastics Athletics
R.E.		What do people use ritual in their lives? What do the gospels tell us about the birth of Jesus?	What is religion? What concepts do religions have in common? Why are Good Friday and Easter Day the most important days for Christians?	So, what do we now know about Christianity? (exploration through the concepts)
		Statutory subject in all year groups Curriculum must be based on Durham Agreed Syllabus 2012 for all maintained schools		

Additional information relating to Computing

Computing	Computer Science - **Solve problems by decomposing them into smaller parts; Use logical reasoning to detect and correct errors in algorithms** Design and create a simple rainforest game in for example Kodu *e.g. planting trees v excavators* **IT -** **Combine a variety of software to accomplish given goals and Select, use, combine software** Create an animation or video about the threats to the rainforest using websites evaluated for bias. Write a news report on creating a survival structure (Print/Audio/Video) Design a website to promote understanding of rainforest **Digital Literacy -** **Appreciate how search results are ranked** find and evaluate websites for bias used to search for info on Rainforests	Computer Science - **IT -** **Use and combine software on a range of digital devices.** Use a device to record a non-reversible reaction and create an "encyclopedia" entry about it. Plan, Produce and Edit a short instructional video on how to bake bread. **Design and create systems** Create a spreadsheet model to calculate quantities for bread recipes **Digital Literacy -** **Be discerning in evaluating digital content** Talking safely online, What is cyberbullying? (SWGfL)	Computer Science - **Use selection in programs; Work with variables; Use logical reasoning to explain how some simple algorithms work;** Design a racing game in Scratch/Kodu that includes a scoring system. Print out code and annotate **IT -** **Analyse & Evaluate data** Use an online Olympic database to research an athlete. Use to create Wikipedia type report. **Select, use and combine software** use photo editing software or pixlr to create digital pop art image. **Understand the opportunities computer networks offer for collaboration** Construct questionnaire in google forms about sports they play. Complete then analyze results to produce a report for governors include graphs/charts/tables **Digital Literacy -** **Be discerning in evaluating digital content** Selling Stereotypes – how images are manipulated. Privacy Rules – what information should you share Super Digital Citizen (SWGfL)