

Bailey Class Year 6 Overview 2018-19

	Autumn1	Autumn2	Spring1	Spring2	Summer1	Summer2
English	Reading: Fiction, non-fiction and poetry texts Writing: Writing for a range of purposes and audiences Word reading and spelling (NC Appendix 1) Punctuation and Grammar (NC Appendix 2)		Reading: Fiction, non-fiction and poetry texts Writing: Writing for a range of purposes and audiences Word reading and spelling (NC Appendix 1) Punctuation and Grammar (NC Appendix 2)		Reading: Fiction, non-fiction and poetry texts Writing: Writing for a range of purposes and audiences Word reading and spelling (NC Appendix 1) Punctuation and Grammar (NC Appendix 2)	
Maths	Number: Place Value Number: Addition, Subtraction, Multiplication and Division Number: Fractions Geometry: Position and Direction		Number: Decimals Number: Percentages Number: Algebra Measuring: Converting Units Measurement: Perimeter, Area and Volume Number: Ratio		Geometry: Property of Shapes Problem Solving Statistics Investigations	
Science	Properties of Materials	Light	Living things and their habitats	Animals including humans	Evolution and Inheritance	
History	World War 2				Local History Study	
Geography			Natural Disasters		Local study	
Art & Design	Blitz pictures WW2 spitfire art Sketching and water colour	WW2 Propaganda posters	Recycled Art		Great Artist Study - LS Lowry	
Design and Technology		Design and create Anderson Shelter			Design and make a moving toy	
PE	Dance/Games	Dance/Gymnastics	Dance/Games	Dance/Gymnastics	Athletics/Games	Athletics/Games
Languages	French delivered by LingoTot					
Music	Charanga Unit: I'll be home	Charanga Unit: Classroom Jazz 2	Charanga Unit: A new year carol	Charanga Unit: Happy	Charanga Unit: You've got a trend	Charanga Unit: Reflect, rewind, replay

Computing	Scratch coding: Cartesian Coordinates; Perimeter Program; Translation, Enlargement and $\frac{1}{4}$ Turn Rotation (variable) Digital literacy and online safety IT: Use IT in computing and across the curriculum to meet the requirements of the NC		Scratch coding: Times Table Game; Clock Digital literacy and online safety IT: Use IT in computing and across the curriculum to meet the requirements of the NC		Scratch coding: Coin Program; Chatbot; Primary Games Maker Digital literacy and online safety IT: Use IT in computing and across the curriculum to meet the requirements of the NC	
RE	Creation/Fall	Incarnation	Other Faith Unit	Salvation	Other Faith Unit	Gospel