

Year 6 Long Term Plan

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	Water	Stone age to Iron age	Imagine	WW2	Rainforests	Moving on
English	Research, summarise and write a leaflet about rivers. Creative writing focusing on sentence starters and passive and active. River poetry focusing on types of poetry. Newspaper report.	Poster and 2 page spread charting changes from Stone Age to Iron Age. Creative writing using the text 'Boy with the Bronze Axe'. Techniques for developing suspense.	Character and setting descriptions. Different types of reports focusing on formal and informal language. Writing a prequel. Non-chronological report about an imaginary land.	Class book – 'Goodnight Mr. Tom' – diary entry using informal language. Letter writing to suit audience and purpose. Blitz writing unit – creative writing using atmosphere and 'show, don't tell'. Writing a recipe using ratios.	Creating a leaflet and a PowerPoint to present. 'Tyger' by William Blake. Figurative language focus based on 'The Dreadful Menace'. Create monologues. 'The Explorer' – fiction – suspense writing.	Biographies and Autobiographies. Play Scripts and performance.
Mathematics	Place value, four operations, fractions, decimals and percentages.	Algebra, ratio, shape, position, direction, proportion and measurement.	Place value, four operations, fractions, measurement, shape, position and direction	Statistics, ratio, proportion, Algebra, FDP.	Problem solving involving four operations, measurement, fractions, decimals and percentages.	Problem solving involving statistics, ratio, proportion, measurement, shape, position, direction and Algebra.
Science	Living things and their habitats – classification of animals.	Evolution – inheritance, variation and adaption.	Animals including humans – Functions of the heart, effects of exercise, water, nutrients and drugs on the body.	Light – how light travels, reflection and shadows.	Electricity – creating a variety of circuits with switches, buzzers and bulbs. Drawing circuits. Investigating voltage.	Invention project
History		Chronology of Stone Age to Iron Age. Following art, technology, daily life and shelter throughout the ages.		WW2 – Chronology, key figures, the Enigma code, the Blitz and Britain after the war.		
Geography	Physical and human features related to rivers. Map reading and compass work.			Map skills – using OS maps, scale, keys and creating our own maps.	Comparison – Brazil vs England – physical and human features of each country. Biomes and key lines.	Global trade – Where does our food come from? Exports and Imports. Fair Trade. High value vs education vs climate.
Art	Local artist focus – John Constable linked to rivers.	Cave art – chalk and pastel techniques, simple	Surrealism – focus on famous artists followed		Animal art – Rosseau – print, pattern,	Year 6 scrapbooks – embellishment, flaps,

		line drawings and limited colours.	by work on Pandora – glowing techniques.		camouflage and close ups.	shading and collage techniques.
DT	Clay work – exploring combining and texturing techniques to create a 3d river bed.	Combining material techniques.		Building an Anderson shelter using a wooden frame.	Rainforest Diorama with moving part. Drawing exploded diagrams.	Invention project
R.E.	Central beliefs across the main religions and Humanism.		Creation stories across the main religions and Humanism.		Death and rebirth across the major religions and Humanism	Celebrations across the major religions and Humanism.
PSHE	Mindfulness, transition, changing friendships, peer pressure.	Financial education – money, interest, credit and debit cards and budgeting.	My body – taking care of myself, positive body image, ownership of body.	Tolerance – identities, being part of a community, respecting the law, our rights and making a difference.	Relationships, Families, Puberty and stereotypes.	Transition – taking the next steps.
P.E.	Rounders – batting/bowling techniques, backstop and fielding duties.	Circuit training – building stamina, developing exercises for range of muscles, tracking scores.	Gymnastics – floor work focusing on methods of flight, shapes, travelling and balances.	Gymnastics – Large apparatus. Transferring floor work skills to large apparatus safely.	Athletics – Track – 100m, 200m and 400m races, hurdles, skipping race and long distance run. Field – long jump, triple jump, discus and javelin.	
Music						
Computing	Search engines and keeping safe on the internet.	Databases – Using Excel.	Making movies – script writing, movie making and editing own movies.	Coding and debugging using Kodu Lab	Text and Multimedia – PowerPoint	Data Handling
MFL	Conversations	Animals	The body	Food	Places	Songs