

# Year 6 – Spring Curriculum Overview

*'Each and Every Child' ... EXCELLENCE - TRUST - WISDOM - FRIENDSHIP - ENDURANCE*

Science	History	Geography
<p><b>Unit: Light</b></p> <ul style="list-style-type: none"> <li>• Know that when light meets an opaque object, some of the light is reflected and some of it is absorbed</li> <li>• Know that objects emit (give out) or reflect light into the eye.</li> <li>• Know that the eye is made of many parts and this is how we see</li> </ul> <p><b>Unit: Further Classification</b></p> <ul style="list-style-type: none"> <li>• Know that invertebrates can be grouped based on their characteristics</li> <li>• Know that arthropods can be grouped into four sub-groups (spiders, insects, crustaceans, myriapods)</li> <li>• Know that fungi are different plants and animals</li> <li>• Know a variety of different microorganisms</li> </ul>	<p><b>Unit: American Civil Rights</b></p> <ul style="list-style-type: none"> <li>• Know key differences between 1950's America for white/black people.</li> <li>• Know what Jim Crow laws &amp; etiquette were</li> <li>• Know what is meant by 'non-violent civil disobedience' and give an example.</li> <li>• Know why many people marched from Selma to Montgomery.</li> <li>• Know what caused the Black Lives Matter movement and why it is important</li> </ul>	<p><b>Unit: Globalisation</b></p> <ul style="list-style-type: none"> <li>• Know the term globalisation</li> <li>• Know the impact of communication or transport on globalisation Know at least one positive and one negative impact of globalisation</li> </ul>
Computing	Art and DT	Religious Education
<p><b>Unit: Variables in Games and Spreadsheets</b></p> <ul style="list-style-type: none"> <li>• Know variables as something that is changeable and give examples.</li> <li>• Know a program variable as a placeholder in memory for a single value.</li> <li>• Know that a variable has a name and a value and this can be updated, but there is only one value at one time.</li> <li>• Know that variables can hold numbers or letters.</li> <li>• Know the importance of setting up a variable at the start of a program.</li> <li>• Know that the name of a variable needs to be unique and is meaningless to the computer.</li> <li>• Know that objects and artefacts can be described using data.</li> <li>• Know that there are different software tools to work with data.</li> </ul>	<p><b>Art Unit: Sketching and Mixed Media Landscapes (Vanessa Gardiner and Kittie Jones)</b></p> <p><b>By the end of this unit pupils will know that :</b></p> <ul style="list-style-type: none"> <li>• Know the concept of perspective, foreground and background</li> <li>• To know that perspective allows artists to portray form in their artwork.</li> <li>• know that flat fan brushes have hairs that spread, and are good for smoothing, blending and feathering</li> <li>• know that tone can affect the ability to create form</li> </ul>	<p><b>Unit: The Eucharist</b></p> <ul style="list-style-type: none"> <li>• that the Eucharist is an important celebration for Christians worldwide</li> <li>• that Christians believe there is a direct link between the life and words of Jesus and the Eucharist.</li> </ul> <p><b>Unit: The Exodus</b></p> <ul style="list-style-type: none"> <li>• that the Exodus is a significant event in Jewish and Christian history.</li> <li>• that the Seder is the special meal celebrated by Jews on the first evening of the festival of Passover.</li> <li>• that Christianity is rooted in Judaism and Jesus celebrated the Passover.</li> <li>• that for Jewish people the events of the Exodus and Passover are very important.</li> </ul>

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- Know that formulas can be used to produce calculated data.
- Know why data should be organised.

## **DT Unit: Mechanisms**

- Know what an input, process and output is.
- Know that mechanical systems have an input, process and an output.
- Know what a gear and pulley is and demonstrate their use in their design
- Know how gears and pulleys can be used to speed up, slow down or change the direction of movement.