

Year 6 Curriculum Map Term 1 2026 - 2027



English

Place value – Grammar and punctuation: Explore word classes, sentence structure and punctuation, developing the understanding of how grammatical choices and punctuation can be used to create clear, accurate and effective writing.

Non-chronological reports – New animal genus: Explore the features and structure of non-chronological reports, researching and organising information about a newly discovered animal genus. Develop use of formal language, precise vocabulary, varied sentence structures and appropriate punctuation.



Computing

Computing systems and networks- Bletchley Park

Discovering the history of Bletchley Park, historical figures and computer science. Children learn about code-breaking and password hacking as well as decoding messages. They present information about historical figures and look back in time at how computers have evolved, finally designing a computer of the future and creating an audio advert for their designs.



French

Phonetics 4 / At School: Children learn the nouns and definite articles/determiners for 10 school subjects in French. They learn how to conjugate the verb “to study”, an introduction to time and an expansion of opinions. Children will aim to be able to talk about the subjects they like and dislike at school and at what time/day they study various subjects.



Science

Electricity: In this unit the children will learn to associate the brightness of a lamp to the volume of a buzzer. They will learn how to compare and give reasons for how components function. They will finally use recognised symbols in simple circuit diagrams.



Geography

Why does population change?

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.



PSHE

Being Me in My World: Children discuss the year ahead, set goals and share worries about the future. They learn about the United Nations Convention on the Rights of the Child and that these are not met for all children worldwide. Think about their choices and actions and how these can have far-reaching effects, locally and globally.

Celebrating Difference: Children discuss differences and similarities and that, for some people, being different is difficult. They revisit bullying and how people can have power over others in a group, discovering strategies for dealing with this.



PE

Basketball: Pupils develop their understanding of the attacking and defending principles of invasion games.

Fitness: Pupils develop strength, stamina, speed, coordination, balance and flexibility while learning how exercise affects their bodies.



Music

Happy by Pharrell Williams: An integrated approach to music where games, the dimensions of music (pulse, rhythm, pitch etc.), singing and playing instruments are all linked.

Classroom Jazz 2: All the learning is focused around two tunes and improvising: Bacharach Anorak and Meet the Blues.



Maths

- **Number:** Place Value
- **Number:** Addition, subtraction, multiplication and division
- **Number:** Fractions
- **Measurement:** Converting Units



RE

What does it mean to be a Muslim in Britain?

Children will look more closely at the Muslim beliefs about God, the Prophet and the Holy Qur'an, looking at how these influence beliefs and worship (ibadah). Throughout, children will be making connections between faith and living in modern Britain.

How can following God bring freedom and justice?

Children will explore the story of Moses, making clear connections between the story and what Christians believe about being the People of God and how they should behave; focusing on ideas about freedom and justice.



Art

Perspective drawing: Experiment with a range of mark making media and drawing techniques to draw in 3-D and perspective.



DT

Electrical Systems: Steady hand game

Understand what is meant by fit for purpose design and form follows function. Design and develop a steady hand game using a series circuit, including housing and backboard.