Year 6 Curriculum Objectives 2020 – 2021: Term 6

Objectives in red were missed last year during lockdown

SCIENCE	GEOGRAPHY:	HISTORY
Electricity: Circuits and Symbols Associate the brightness of a lamp or the volume of a buzzer with the number and voltage of cells used in the circuit. Compare and give reasons for variations in how components function, including the brightness of bulbs, the loudness of buzzers and the on/off position of switches. Use recognised symbols when representing a simple circuit in a diagram. **Working Scientifically** planning different types of scientific enquiries to answer questions, including recognising and controlling variables where necessary taking measurements, using a range of scientific equipment, with increasing accuracy and precision, taking repeat readings when appropriate recording data and results of increasing complexity using scientific diagrams and labels, classification keys, tables, scatter graphs, bar and line graphs using test results to make predictions to set up further comparative and fair tests reporting and presenting findings from enquiries, including conclusions, causal relationships and explanations of and degree of trust in results, in oral and written forms such as displays and other presentations identifying scientific evidence that has been used to support or refute ideas or arguments.	Describe and understand key aspects of: physical geography: **climate zones, biomes and vegetation belts** Human geography: d**istribution of natural resources including energy, food, minerals and water** Describe and understand key aspects of: human geography: **economic activity including trade links** **Tanzania link Coffee: Where does it come from?** Use maps, atlases, globes and digital/computer mapping to locate countries and describe features studied	A study of an aspect or theme in British history that extends pupils' chronological knowledge beyond 1066: **Changes in an aspect of social history, such as crime and punishment from the Anglo-Saxons to the present**

COMPUTING: Scratch Maths Module 3
IT-Multimedia and Communication Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information; **Animation, Audio/Music, Presentation**

PSHE	PE	RE
Dot Com **D&A: Help, Advice and Support** To be aware of the options for getting help, advice and support	**F4S:** Games/Crickets **Real PE:** Personal Development	**Transition unit -** **(Rules - who decides)**
MUSIC **Arranging, composing and performing** use their voices expressively and creatively by singing songs and speaking chants and rhymes Play tuned and untuned instruments musically listen with concentration and understanding to a range of high-quality live and recorded music experiment with, create, select and combine sounds using the inter-related dimensions of music	**SPANISH** Transport and places to visit	