

Year 6 Curriculum Objectives 2021 – 2022: Term 6

Objectives in red were missed last year during lockdown

<p>SCIENCE 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.</p> <p>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.</p>	<p>GEOGRAPHY: Global warming and climate change: Describe and understand key aspects of human geography: types of settlement and land use Use maps, atlases, globes and digital/computer mapping to locate countries and describe features studied</p>	<p>HISTORY 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</p>
<p>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</p> <p>ONLINE SAFETY: Growing and Changing (SCARF) See Computing Curriculum use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact</p>		
<p>PSHE SCARF: Growing and Changes (includes RSE)</p>	<p>PE (Real PE) Outdoor Personal Development</p> <p>Indoor Sports Day Events Preparation</p>	<p>RE Transition unit - (Rules - who decides)</p>
<p>MUSIC Arranging, composing and performing play and perform in solo and ensemble contexts, using their voices and playing musical instruments with increasing accuracy, fluency, control and expression listen with attention to detail and recall sounds with increasing aural memory appreciate and understand a wide range of high-quality live and recorded music drawn from different traditions and from great</p>	<p>SPANISH Numbers 0-100 Asking and answering questions: <i>see Milestones</i> Means of transport Places to visit Classroom instructions</p>	

composers and musicians
develop an understanding of the history of music

