

Year 6 Curriculum Overview Spring 2026

ENGLISH

Writing

Texts used:

The Last Bear by Hannah Gold
Suffragette: The Battle for Equality by David Roberts

Fiction

We will be learning the following:

- Character profile, figurative descriptions, dialogue, monologue, logbook entry and Scientific reports
- Writing Newspaper articles
- Poster, retellings, formal report, character descriptions, diary entries and formal letters
- Grammar focus – speech, subjunctive form, passive verbs, expanded noun phrases, modal verbs, relative clauses, verb forms, parenthesis, formal and informal and semi-colons.
- Edit and check writing.

Non-Fiction

- Using Suffragette: The Battle for Equality, learn how to write: Formal letters, diary entries, balanced arguments, speeches, short news report and persuasive writing.

Poetry

We will be learning the following:

- Performance poetry.

Reading

Texts used:

The Last Bear by Hannah Gold
Politics for Beginners

We will learn the following:

- Read books that are structured in different ways and reading for a range of purposes.
- Make comparisons within and across books.
- Check that the book makes sense to them, discussing their understanding and exploring the meaning of words in context.
- Ask questions to improve their understanding.
- Draw inferences such as inferring characters' feelings, thoughts and motives from their actions, and justifying inferences with evidence.
- Predict what might happen from details stated and implied.
- Summarise the main ideas drawn from more than one paragraph, identifying key details that support the main ideas.
- Identify how language, structure and presentation contribute to meaning.

Spelling

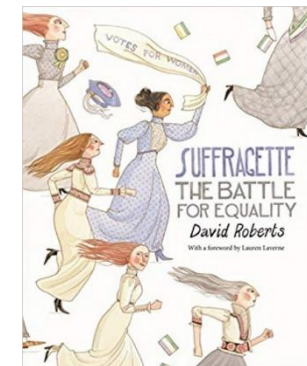
Words with a long /e/ sound spelt 'ie' or 'ei' after c (and exceptions to the rule)

Words ending in -fer

Words families based on common words, showing how they are related in meaning

Words with endings which sound like /shuhl/ after a vowel letter

Words with endings which sound like /shuhl/ after a consonant



MATHS

Number

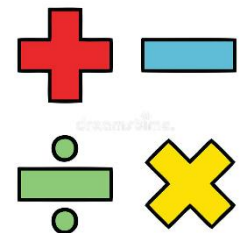
- Ratio: adding and multiplying, using ratio language, introduction to the ratio symbol, ration and fractions, scale drawing, scale factors, similar shapes and ratio and proportion problems
- Algebra: Using function machines, forming expressions, substitution, formulae, forming equations, solving equations and finding pairs of values.
- Decimals: Understand place value within decimals, round decimals, add and subtract decimals, multiply and divide by 10,100 and 1000 and multiply and divide decimals.
- Fractions/Decimals/Percentages: Understand equivalent fractions, decimals and percentages, understand percentages, convert between fractions and percentages, order fractions decimals and percentages and find percentages of amounts.

Measurement

- Find the area of shapes.
- Find the perimeter of shapes.
- Find the area of triangles.
- Find the area of a parallelogram.
- Find the volume of 3D shapes.

Statistics

- To read, interpret and solve problems with Line graphs.
- To read, interpret and solve problems with Dual Bar charts.
- To read, interpret and solve problems with Pie charts.
- To convert between pie charts and percentages.
- To draw pie charts.
- To understand the mean.



ART & DESIGN

Activism

In this pathway children are introduced to the idea that they can use art as a way of sharing their passions and interests with their peers and community.

We start by introducing pupils to artists who are activists, and then we go on to help pupils identify and voice the things they care about as individuals.

The class will make posters, using collage, print and drawing.

COMPUTING

Variables in Games and Spreadsheets

- Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts
- Use sequence, selection, and repetition in programs; work with variables and various forms of input and output
- Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs
- 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.

DESIGN & TECHNOLOGY

Electrical Systems

- Children will create circuits including wires, lamps, buzzers, batteries, motors and switches.
- Children to create circuits will which move certain objects or light up certain objects.
- Investigate how we can affect the brightness of a bulb within a circuit.

GEOGRAPHY

Trading and Economics

We will learn:

- How goods and devices are traded around the world.
- Explore the UK's trade links today and in the past.
- Find out about goods imported and exported and the methods of transport used.
- Through a more detailed look at one of the UK's trade partners, the children will learn about the benefits of trading internationally, as well as the risks to this area.
- About fair trade and why it is important in a global market.

HISTORY

Local History Study

We will learn:

- About Arthur Wellesley's achievements.
- Learn of the work of Sir John Popham and his link to Wellington.
- Discover the history and changes to our school and church and focus on the developments of industry in the town, including local business Relyon.
- How the town has grown to accommodate the rise in residents, for example the building of new residential estates and a school.



LANGUAGES: FRENCH

Where In the World

We will learn:

- Key vocabulary related to countries, continents.
- Specific vocabulary to describe where countries are on the globe
- Capitals and geographical terms for different settlements
- Key vocabulary related to common animals.
- Questions related to people's pets.
- Link previous number and colour work to animals.

MUSIC

We will:

- Learn to compose an 8-bar piece in 3-time.
- Sing a round in a legato style.
- Listen to a piece of music identifying changes in texture.
- Listen to music from a mass and talk about features of the music
- Recognise and identify key musical features such as rhythm, tempo, timbre, structure, and instruments.
- Use musical vocabulary and knowledge to discuss similarities and differences in pieces of music.
- Dona Nobis Pacem
- You to Me Are Everything

P.E.

Dance and Net & Wall games

We will learn:

- Small group work, looking at different effects, evaluating own and others work.
- Rally, serve and return, scoring.

P.S.H.E.

We will learn:

- About physical illnesses
- Immunisation
- The promise of 'Marriage'
- Having Healthy Minds
- Mental Wellbeing
- Supporting and Caring for others

R.E.

Why do Hindus want to be good?

We will learn:

- Pupils will build on their learning about the Hindu worldview and way of life with particular progression from the units on 'What do Hindus believe God is like?' and 'What does it mean to be a Hindu in Britain today?'
- They will build on their understanding of dharma.
- Pupils will hear and interpret the story of the man in the well from the Mahabharata.
- They will investigate the key concepts of Karma, Dharma and samsara and how this might affect how a Hindu chooses to live their life using the example of two charities.

SCIENCE

Evolution & Inheritance and Electricity

We will learn:

- To recognise that living things have changed over time.
- To recognise that living things produce offspring of the same kind, but normally offspring vary and are not identical to their parents
- To identify how animals and plants are adapted to suit their environment in different ways and how it may lead to evolution.

- To associate the brightness of a lamp or the volume of a buzzer with the number and voltage of cells used in the circuit
- To 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.
- To use recognised symbols when representing a simple circuit.

AWARENESS AND ENRICHMENT OPPORTUNITIES

Science Week
World Book Day
Safer Internet Day
Children's Mental Health Week
Shrove Tuesday
Ash Wednesday
Easter