
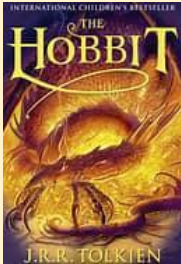



		Autumn		Spring		Summer	
		Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
5	English Writing Genre	Novels <u>Writing Outcome</u> Diary entry		Poetry <u>Writing Outcome</u>		Non-fiction <u>Writing Outcome</u> Balanced Arguments	
	English Key Text	 Holes Louis Sachar		 Hobbit J.R.R. Tolkien		 Kensuke's Kingdom Micheal Morpurgo	
	Phonics (RWI)	Fresh Start/ Accelerated reader Class dependent		Fresh Start/ Accelerated reader Class dependent		Fresh Start/ Accelerated reader Class dependent	
		<p>In this topic, children will write diary entries in the role of the main character, Stanley Yelnats, from the novel Holes by Louis Sachar. They will explore Stanley's thoughts and feelings as he experiences life at Camp Green Lake, using creative and descriptive language to bring his perspective to life. Pupils will focus on key diary writing features such as writing in the first person, using past tense verbs, expressing emotions, and structuring their entries with clear paragraphs. Throughout the unit, children will develop skills in empathy, narrative voice, and vocabulary choice, drawing on events and themes from the story. This engaging task helps deepen comprehension of the text while building strong writing skills suitable for Year 6 standards.</p>		<p>In this poetry unit, children will explore the contemporary collection Let's Chase the Stars Together by Matt Goodfellow. The poems reflect a wide range of emotions and experiences familiar to young people, including friendship, family, growing up, anxiety, and belonging. Pupils will engage with vivid, accessible language and explore themes that resonate deeply with their own lives.</p> <p>Through reading, discussion, and performance, children will learn to appreciate poetic devices and convey emotions effectively. The unit encourages personal reflection and creative responses, building confidence and a lasting appreciation for poetry.</p>		<p>In this topic, children will explore balanced argument writing using themes and events from War Horse by Michael Morpurgo. They will examine different perspectives surrounding key issues in the story, such as the treatment of animals during wartime or the decisions characters must make under pressure. Pupils will learn how to present arguments for and against a point of view clearly and fairly, using evidence from the text. The unit focuses on developing skills in structuring balanced arguments, using formal language, and employing persuasive techniques. Writing exercises encourage critical thinking and empathy, helping children engage deeply with the novel's themes while refining their ability to discuss complex issues thoughtfully and confidently.</p>	
		<p>In this topic, children will write short descriptive narratives inspired by scenes and settings from The Hobbit by J.R.R. Tolkien. They will focus on using vivid, sensory language to bring the story's characters, landscapes, and events to life. Pupils will develop skills in creating atmosphere, using precise vocabulary, and structuring their writing to engage the reader.</p> <p>The unit encourages imaginative writing rooted in the rich descriptions found in the book, helping children to explore narrative voice, setting description, and storytelling techniques suited for Year 6 levels.</p>		<p>In this topic, children will write persuasive letters inspired by the novel Kensuke's Kingdom by Michael Morpurgo. They will explore the characters' experiences and write letters in role, aiming to persuade others about important issues such as kindness, survival, or protecting the environment. Pupils will learn to use persuasive language, including emotive words, rhetorical questions, and strong arguments. The unit helps children develop skills in structuring letters, engaging the reader, and expressing viewpoints clearly and convincingly. Through this, pupils deepen their understanding of the novel while enhancing their writing for purpose and audience in line with Year 6 expectations.</p>		<p>In this topic, children will explore the magical world of Shakespeare's A Midsummer Night's Dream by engaging with a simplified script adapted for young performers. Pupils will develop skills in script reading, understanding character motivations, and using expressive dialogue. They will have opportunities to perform and create parts of the script, focusing on conveying emotion and atmosphere. The unit encourages appreciation of Shakespearean language blended with more modern English, helping children build confidence in drama and narrative writing. Through rehearsal and performance, pupils enhance their speaking and listening skills while engaging deeply with this classic play.</p>	
		<p>Fresh Start is a targeted literacy intervention designed to support KS2 children who are still developing their reading skills. It focuses on systematic, structured teaching of sounds and spelling patterns, helping children to close gaps in their reading and writing. This approach builds confidence in decoding unfamiliar words and strengthens overall reading ability.</p> <p>Accelerated Reader is an online program that encourages independent reading practice. Children select books at their level, read independently, and take short quizzes to check understanding.</p>		<p>Fresh Start is a targeted literacy intervention designed to support KS2 children who are still developing their reading skills. It focuses on systematic, structured teaching of sounds and spelling patterns, helping children to close gaps in their reading and writing. This approach builds confidence in decoding unfamiliar words and strengthens overall reading ability.</p> <p>Accelerated Reader is an online program that encourages independent reading practice. Children select books at their level, read independently, and take short quizzes to check understanding. It helps</p>		<p>Fresh Start is a targeted literacy intervention designed to support KS2 children who are still developing their reading skills. It focuses on systematic, structured teaching of sounds and spelling patterns, helping children to close gaps in their reading and writing. This approach builds confidence in decoding unfamiliar words and strengthens overall reading ability.</p> <p>Accelerated Reader is an online program that encourages independent reading practice. Children select books at their level, read independently, and take short quizzes to check</p>	

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Maths (WRM and NCETM)	Please see information below.	Place Value	Four Operations	Fractions A	Fractions B	Measurement (Converting Units)	Ratio	Algebra	Decimals	Fractions, Decimals and Percentages	Measurement (Area, Perimeter & Volume)	Statistics	Geometry (Properties of Shape)	Geometry (Position and Direction)	Themed Projects, consolidation and problem solving	
Science		Living things and their habitats		Animals including humans			Evolution and inheritance		Evolution and inheritance			Light		Electricity		
		In Year 6 science, pupils learn to classify living things into broad groups such as micro-organisms, plants, and animals based on observable similarities and differences. They explore the reasons for grouping organisms according to specific characteristics, building an understanding of biological diversity and how classification helps scientists organize and study living things. Through practical activities, pupils use classification keys and develop scientific skills by observing and categorizing various organisms in their environment.		In Year 6, pupils learn to identify and name the main parts of the human circulatory system, including the heart, blood vessels, and blood, and describe how the heart pumps blood through the body. They understand the roles of arteries, veins, and capillaries in carrying oxygen, nutrients, and waste. Pupils also explore how diet, exercise, drugs, and lifestyle choices impact how their bodies function. Additionally, they learn how nutrients and water are transported within animals, including humans, supporting their knowledge of how the body works and how to maintain good health.			In Year 6, pupils learn that living things have changed over time, and fossils provide important information about organisms that lived millions of years ago, helping us understand Earth's history. They discover that living things produce offspring of the same kind, but offspring vary and are not identical to their parents. Pupils also explore how animals and plants are adapted to suit their environments in different ways, and how these adaptations may lead to evolution, the process through which species change and develop over long periods.		In Year 6, pupils deepen their understanding of how living things have changed over time, building on their earlier learning about fossils from Year 3. They explore how fossils provide evidence of organisms that lived millions of years ago and learn about notable scientists such as Mary Anning, Charles Darwin, and Alfred Wallace. Pupils also discover that living things produce offspring of the same kind, but these offspring usually vary and are not identical to their parents. Through studying different breeds of animals and natural variation, children learn how animals and plants adapt to their environments, which can lead to evolution over many generations. This knowledge helps pupils appreciate the diversity of life and the processes that shape it.			In Year 6, children learn that light travels in straight lines and use this idea to explain how we see objects when they give out or reflect light into our eyes. They understand that light travels from light sources to objects and then to our eyes, enabling vision. Pupils also explore why shadows have the same shape as the objects that cast them, using the concept of light traveling in straight lines to understand how shadows are formed.		In Year 6, pupils learn to associate the brightness of lamps or the loudness of buzzers with the number and voltage of cells in a circuit. They compare how different components function, such as variations in bulb brightness, buzzer volume, and the on/off positions of switches. Pupils also use recognised scientific symbols to represent simple circuits in diagrams, enabling them to visualize how circuits are connected and how components work together. This understanding helps build their foundational knowledge of electricity and circuit design.		
A&D	~	Animal Art					Colour Creations					Architectual Elements.				
		In Year 6, pupils explore animal art inspired by American, Indian, and African cultures, learning how animals are portrayed as spiritual symbols, cultural icons, and storytellers through masks, beadwork, sculpture, and paintings. They develop creativity and technical skills by experimenting with colour, pattern, texture, line, shape, and form, using natural and diverse materials. Pupils use sketchbooks to record observations, develop ideas, and reflect on their work, culminating in a final project inspired by these cultural animal portrayals. This will combine previous learnt skills into a larger themed topic. Additionally, they will design a Christmas card for the NHH Christmas card competition, combining artistic skill with seasonal creativity while appreciating the importance of caring for the local environment.					In Year 6, pupils explore familiar objects from different viewpoints and learn about Cubist ideas, such as fragmenting, overlapping, and tilting space as well as reducing forms to geometric shapes. They experiment with painting techniques, colour, and tone to create their own still-life artworks, developing their ability to create light and dark shades. Using sketchbooks, pupils research artists, annotate their work, and reflect on their creative process. The unit culminates in a large-scale Cubist guitar piece where pupils apply fragmented forms and varied shading techniques, representing familiar objects in new, inventive ways inspired by Cubism.					n Year 6, pupils study the work of artists such as Fazzino, Hundertwasser, Brancusi, and Moore while investigating architectural features like doorways, arches, windows, porches, and courtyards. They record their observations in sketchbooks and experiment with silhouette art and mosaic techniques. Pupils develop their sculpture designs inspired by this research, creating models using clay or paper and focusing on shape, form, space, pattern, and texture. Throughout the project, students reflect on the artistic styles studied and create a personal response, culminating in a final piece—be it sculpture, painting, or print—that explores the impact of architectural elements.				
D&T		Bird House Builders		Foods for Fiestas!			Fair Ground		Food for Energy			Textiles and Fashion		Pupil passport: Progressing to KS3		
		Year 6 pupils explore common birds in the UK and learn about their nesting needs through the "Bird House Builders" scheme. They research different bird species and design bird houses that		Students understand that it is important to eat a balanced diet (foods from different food groups), to have a healthy diet.			In Year 6 Design and Technology, pupils take on the exciting challenge of designing and creating their own rotating fairground rides. They apply their knowledge of electrical circuits, motors, and pulley		Students to understand that young children/ adolescents need lots of energy (calories and carbohydrates) for our bodies			In Year 6 Design and Technology, pupils explore how textiles are used in the fashion industry, learning about the manufacturing process of cotton cloth and the design and		Students focus on what they’ve learnt in Y6, in readiness for Year 7. Their work will be designed to be a stamped passport, and also to		

				<p>provide safe and suitable homes. This project develops a wide range of skills including drawing 3-D and exploded diagrams, reading and measuring dimensions, planning and designing products, and using woodwork tools to construct their designs. Pupils also evaluate and promote their finished bird houses, making this a hands-on and engaging.</p>	<p>They will also learn how our diet can link to our oral health. It is linked to the theme Dia De Los Muertos- Mexican Day of the Dead.</p>		<p>systems to build stable, moving structures. Throughout the unit, pupils use computer-aided design (CAD) and programmable models to enhance their designs, building prototypes and refining their work. This hands-on project encourages creativity, problem-solving, and collaboration, culminating in a final fairground ride model that combines mechanical and electrical engineering principles with artistic design.</p>	<p>and brains to grow properly.</p>		<p>production of clothing and accessories. They develop practical skills by designing, cutting, stitching, and decorating a stylish drawstring bag, using hand or machine sewing techniques. The project builds confidence in sewing and helps pupils understand key DT principles such as pattern use, joining techniques, and product evaluation.</p>	<p>“guide” new Year 7s that’d be joining the school. This is to ensure good transition and to assess needs & ability at end of KS2.</p>
	Geography		~		<p>Extreme Earth</p> <p>In Year 6 Geography, pupils explore the Earth's most extreme natural phenomena including tropical storms, erupting volcanoes, and towering tsunamis. Through a series of six engaging lessons, they learn how these powerful events shape communities and landscapes, and discuss the impact on people's lives. The lessons include thought-provoking activities to develop pupils' understanding of how to prepare for and respond to such natural disasters, fostering a greater appreciation of the planet's dynamic nature and resilience.</p>			<p>Biomes</p> <p>In Year 6 Geography, pupils explore six of the world's main biomes: tropical rainforest, temperate forest, taiga, desert, grasslands, and tundra. Through lessons involving maps, climate graphs, class discussions, and creative projects like quizzes and dioramas, they learn about the unique plants, animals, and climates of each biome. Pupils investigate how organisms adapt to their environments and consider the impact of climate change on fragile biomes such as the tundra. The unit encourages comparison and collaboration as children consolidate their understanding of these diverse ecosystems.</p>			<p>Natural Resources</p> <p>In Year 6 Geography, pupils learn how natural resources are used across the UK and how land is allocated for different purposes. They discover that most land, around 63%, is used for agriculture, while 20% is forestry, open land, or water, and just under 9% is developed for housing and infrastructure. Pupils explore the types of natural resources used to produce energy, including renewable sources like wind and solar power. They also investigate how products such as concrete, glass, wood, and steel are produced and traded, developing an understanding of the industrial processes and economic importance of these materials. Over several lessons, pupils build a comprehensive picture of the UK's natural resources and their impact on the environment and economy.</p>
	History Politics			<p>Crime and Punishment</p> <p>In Year 6 History, pupils take a fascinating journey through the history of crime and punishment in Britain from Roman times to the present day. They discover how crimes and punishments have evolved alongside changes in society, law enforcement, and justice systems. Through detailed lessons, pupils learn about early brutal punishments, the development of courts and prisons, key historical figures, and how modern crime prevention and rehabilitation have developed. This engaging scheme includes lesson plans, slides, and worksheets that bring the challenging and sometimes gruesome history of British crime and punishment to life.</p>			<p>Medicine and Disease</p> <p>In Year 6 History, pupils travel through time to explore how medicine and disease treatment have evolved from prehistoric times and ancient civilizations to the modern NHS. Over seven lessons, they learn about early medical practices, the influence of religious and cultural beliefs, groundbreaking discoveries such as vaccination and antiseptics, and the impact of public health reforms. Pupils investigate key figures like Edward Jenner and Alexander Fleming and examine how medical advances have improved treatment and saved lives. This thematic study helps pupils understand the causes and effects of changes in medicine and diseases throughout British history.</p>			<p>Significant turning point in British History = Battle of Bosworth / H8 & Reformation</p> <p>The Battle of Bosworth in 1485 was a key turning point in British history, marking the end of a long civil war and the start of Tudor rule under Henry VII. This victory brought peace between the two rival families and paved the way for major social and political changes. As part of their learning, children will study this important event and its connection to the reign of Henry VIII and the Reformation. This topic links to Year 6, helping pupils build a clear understanding of how these historical events shaped England's future.</p>	

	Computing Teach Computing		Computing systems and networks - Communication and collaboration Exploring how data is transferred by working collaboratively online. E-Safety – Cyberbullying	Creating media – Web page creation Designing and creating webpages, giving consideration to copyright, aesthetics and navigation. E-Safety – Secure Websites		Programming A – Variables in games Exploring variables when designing and coding a game. E-Safety – People Online	Data and information - Introduction to Spreadsheets Answering questions by using spreadsheets to organize and calculate data. E-Safety – Girls and Boys Online		Creating media – 3D Modelling Planning, developing, and evaluating 3D computer models of physical objects. E-Safety - SMARTbots	Programming B - Sensing movement Designing and coding a project that captures inputs from physical devices. Using the micro bit for primary to secondary transition E-Safety – Let's Get Quizzical
	PSHE & RSE		Relationships	Health & Wellbeing		Living in the Wider World – Community E-safety	Relationships		Health & Wellbeing - Sexual Education	Living in the Wider World - Careers
	P.E		Invasion Games Rugby Football Invasion games are team sports where the main goal is to invade the opponent's territory to score points or goals while preventing the other team from doing the same. These fast-paced games focus on teamwork, attacking, defending, and keeping possession of the ball or object in play.	Dance/Net games Additional to Dance we also offer Gymnastic lessons at Liberty Gymnastics center in Frome.		Invasion Games Basketball/Hockey Invasion games are team sports where the main goal is to invade the opponent's territory to score points or goals while preventing the other team from doing the same. These fast-paced games focus on teamwork, attacking, defending, and keeping possession of the ball or object in play.	Outdoor Adventures Outdoor adventures in PE build physical fitness, teamwork, confidence, and problem-solving skills through fun challenges in natural settings. They encourage resilience, communication, and cooperation while supporting a broad and balanced physical education curriculum.		Striking and fielding Striking and fielding games involve two teams where one team strikes a ball or object and runs to score points, while the other team fields (catches or retrieves) the ball to stop them scoring. These games develop skills like hand-eye coordination, throwing, catching, running, teamwork, and strategic thinking. Common examples include cricket, baseball, softball, and rounders.	Athletics Athletics is a sport that includes running, jumping, and throwing events. It covers sprints, middle- and long-distance races, hurdles, relays, as well as field events like long jump, high jump, shot put, and javelin. Athletics develops speed, strength, coordination, and endurance.
	R.E		What is the Qur'an and why is it important to Muslims? In Year 6 Religious Education, pupils explore the Qur'an, the sacred book of Islam, learning why it is so important to Muslims. They discover how the Qur'an was revealed to the Prophet Muhammad and what it teaches about God and everyday life. Throughout the unit, children study the role the Qur'an plays in the daily lives of Muslims and reflect on its teachings. This topic includes a variety of engaging lessons with activities and resources designed to help pupils develop a respectful and informed understanding of Islam's holy book.	Stories of Christianity Year 6 Religious Education, pupils explore Christianity through a range of Bible stories, including familiar tales like Noah's Ark and the Christmas story, as well as lesser-known stories featuring characters such as Ruth, Daniel, John the Baptist, and Paul. This unit helps children deepen their understanding of Christian beliefs and values by encountering different aspects of the faith through engaging lessons and activities. Through storytelling, discussion, and creative tasks, pupils gain insight into the foundations of Christianity and its impact on people's lives. The scheme also includes opportunities to connect with scientific ideas, such as exploring the Big Bang alongside religious creation		What happens when we die? In Year 6 Religious Education, pupils explore ideas and beliefs from a variety of religious and non-religious perspectives about what happens when a person dies. Over five thoughtful lessons, children learn about coping with loss, comforting others, expressing feelings, and finding support. The lessons provide opportunities for pupils to reflect on their own thoughts, share their views, and consider the beliefs and feelings of others in a respectful way. This unit is carefully planned with supportive resources to help children develop empathy and emotional understanding around the sensitive topic of death and bereavement.	Expressing faith through the arts In Year 6 Religious Education, pupils explore how music, drama, and art have been used for thousands of years to express religious faiths around the world. Through six engaging lessons, children learn about different ways people use artistic talents to show their beliefs and feelings about God and spirituality. They study examples from various religions, reflect on the meaning behind religious art and music, and have opportunities to create their own artistic expressions of faith. This unit encourages creativity and helps pupils appreciate the deep connection between religion and the arts.		Belief in our communities Year 6 Religious Education unit, pupils explore their own beliefs alongside those of others in their local community. Through thoughtfully planned lessons, children engage with challenging questions, discussions, and activities that encourage them to think deeply about faith, values, and diversity. This scheme supports pupils in developing respect, understanding, and empathy for different perspectives within the community, helping them appreciate the rich variety of beliefs that shape people's lives.	Buddhist Worship and Beliefs Year 6 Religious Education, pupils learn about the origins of Buddhism by exploring the life of Siddhartha Gautama, who became the Buddha. They discover how Siddhartha, a prince who lived in luxury, saw the suffering in the world and chose to leave his privileged life to seek enlightenment. Pupils learn about his journey, teachings, and how Buddhists worship and practice their faith today. This engaging unit encourages children to reflect on their own beliefs about life and kindness and may even inspire them to think about how their actions affect their karma.

				stories, encouraging thoughtful reflection on different worldviews.						
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White Rose Math's

The White Rose Math's scheme is a structured, mastery-based program used throughout the year that helps children build strong maths skills step-by-step. It follows the National Curriculum and focuses on three key areas: fluency, reasoning, and problem solving. Children move through learning in clear small steps, starting with concrete objects, then pictorial representations, and finally abstract concepts. This approach supports deep understanding and confidence in math's. The scheme is designed to engage children with fun, interactive lessons while ensuring consistent progress over the year. Parents can support learning at home with available resources and activities aligned to the White Rose steps.

Some topics within the curriculum will be thoughtfully adjusted to meet the unique needs and interests of the children. However, targets and outcomes will be kept in line with the National Curriculum to ensure that all children get the same opportunities. Pupils will be taught according to their individual stage of understanding rather than age, with progress assessed carefully and empathetically through a range of methods such as discussions, observations, self-assessments, and differentiated tasks. This approach ensures that assessment is accurate, supportive, and tailored, enabling each child to flourish in their learning journey.