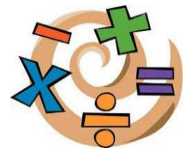


Maths



Place value

- Numbers to 10,000,000
- Powers of 10
- Number line to 10,000,000
- Compare and order any integers.
- Round any integers to the nearest 10, 100, 1000, 10000, 1000000
- Problem solving using all of the above skills

Addition, Subtraction, Multiplication and Division

- Add and subtract integers
- Common factors and multiples
- Prime number to 100
- Square and cube numbers
- Multiplying large numbers
- Short and long division (with remainders)
- Order of operations
- Problem solving using all of the above skills

Fractions, Decimals and Percentages

- Decimal and fraction equivalents
- Fractions as division
- Understanding percentages
- Equivalent fractions, decimals and percentages
- Ordering fractions, decimals and percentages
- Percentages of an amount
- Percentages – missing values

DT

- Mark, saw and cut out the components and supports of their toy.
- Attempt a partial assembly of their toys using an exploded diagram following a teacher's demonstration.
- Develop a design idea with some descriptive notes.
- Measure and cut panels that fit with some inaccuracies to conceal the inner workings of the automata.
- Decorate and finish the automata to meet the design criteria and brief.
- Evaluate their finished product, making descriptive and reflective points on function and form.

Art



Drawing

- Generate ideas from a range of stimuli
- Use of a range of materials, selecting and using these appropriately with more independence.
- Draw with expression and begin to experiment with gestural and quick sketching.
- Developing drawing through further direct observation, using tonal shading and starting to apply an understanding of shape to communicate form and proportion.

Music

Film music

- Identify different instruments to describe how music evokes different emotions.
- Identify pitch, tempo and dynamics, and use these to explain and justify their answers.
- Give reasonable and thought-out suggestions for what different graphic scores represent.
- Use their body, voice and instruments to create sounds to represent a given theme.
- Create a musical score to represent a composition.
- Create sounds that relate to the scene of a film.

History



What can the census tell us about local areas?

- What can the census tell us about local areas?
- To create questions about Victorian children using a range of sources.
- To explore the jobs available in the past using the census.
- To explore the jobs available in the past using the census.
- To conduct an enquiry about my local area using the census.

Geography



United Kingdom

- Compare and contrast the different countries of the UK
- Identify where I live and locate the UK's major cities
- Identify physical characteristics of the UK
- Understand how people have affected the UK's landscape
- Explain the sorts of industries people in the UK work in
- Understand the different types of energy sources used in the UK

RE



How do we change through life's journey?

What are the circumstances that change things in people's lives?

Why are some people admired because of their qualities?

Why are special moments in some people's lives marked by religious ceremonies?

How do non-religious people mark special times?

What ceremonies do we have at the beginning of our lives?

Why is marking a change from childhood to adulthood important for many people?

What promises do people make at their wedding?

Year 6 Autumn 2026

Mrs Randall & Mis Banner

Spanish

This is me!

- To talk about my feelings
- To use adjectives to talk about my personality
- To describe hair and eye colour.
- To understand a text about my appearance and personality

Homes and houses

- To understand descriptive sentences
- To use adjectives to describe rooms in the house
- To use prepositions to say where things

Science



The Heart

- Know how the heart functions and how blood is pumped around the body
- Explain how to prevent disease by maintaining a healthy diet
- Explore the human heart, understanding what affects heart rate
- Describe the consequences of an unhealthy lifestyle

Scientific Enquiry

- Use test results to make predictions to set up further comparative and fair tests
- Record data and results using scientific diagrams and labels
- Use key vocabulary
- Gather, record, classify and present data
- Select suitable information from provided sources
- Record findings using scientific language or graphs and tables
- Use results to draw conclusions

English



Reading

- Continue to read and discuss an increasingly wide range of texts
- Identify and discuss themes in and across a wide range of writing
- Ask questions to improve their understanding
- Draw inferences and justifying inferences with evidence
- Predict what might happen from details stated and implied
- Summarise main ideas drawn from more than 1 paragraph
- Identify how language, structure and presentation contribute to meaning
- Evaluate how authors use language, considering the impact on the reader
- Retrieve, record and present information from non-fiction

Grammar

- Understand, recognise and use passive verbs, expanded nouns, modal verbs, adverbs, relative clauses, relative pronouns
- Indicate grammatical features: commas, hyphens, brackets, dashes, semicolons, colons, bullet points

Writing

- Identify the audience and purpose of the writing
- Use organisational and presentational devices to structure text and to guide the reader [for example, headings, bullet points]
- Evaluate and edit proposing changes to vocabulary, grammar and punctuation to enhance effects and clarify meaning.
- Consider how authors have developed characters and settings using a wide range of devices to build cohesion

PSHE

Families and relationships

- Everyone can expect a level of respect but this can be lost.
- Understand what respect is and how they should be respected.
- Understand how stereotypes influence our ideas and opinions.
- Understand the term grief and describe some of the associated emotions.

Health and well-being

- How to take care of their physical wellbeing.
- Understand that technology can have an impact on physical and mental health
- Describe what resilience is, why it is important and some useful resilience strategies.
- Understand how vaccination works and why it is important to individuals.



Computing



- To design a playable game with a timer and a score
- To plan and use selection and variables
- To understand how the launch command works
- To use functions and understand why they are useful.
- To understand how functions are created and called.
- To use flowcharts to test and debug a program.
- To create a simulation of a room in which devices can be controlled.
- To understand the different options of generating user input in 2Code.
- To understand how user input can be used in a program.

PE



Year 6 have PE on Wednesday and Thursday. Yoga, bench ball, netball and tag rugby.