



St Patrick's Catholic Primary School

Spring Term 2024 Curriculum Map – Year 6

RE	Reading	Writing	Maths	Science
- Christmas - Revelation - Lent - Holy week	- The Island by Armin Greder - Rain Player by David Wisniewski - The Alchemist's Letter by Carlos Stevens - Frankenstein by Mary Shelley (Usbourne adaptation) - A range of genres and author studies taught through whole class reading sessions.	The Island: - Welcome Guide - Letter of advice - Character description - Narrative sequel from a different character's perspective Rain Player: - Diary - Match report - Instructions - Analytical Essay about the Maya Freedom Bird: - Biography	- Recognise, describe and build simple 3-D shapes, including making nets. - Know angles are measured in degrees: estimate and compare acute, obtuse and reflex angles - Identify angles where they meet at a point, on a straight line or are vertically opposite and find missing angles. - Describe positions on the full coordinate grid (all four quadrants) (link to negative numbers on a number-line). - Draw and translate simple shapes in the coordinate plane and reflect them in the axes - Use knowledge of the order of operations to carry out calculations involving the four operations - Know that distributivity can be expressed as $a(b + c) = ab + ac$. (e.g. $13 \times 8 = 8(10 + 3)$) - Understand the terms factor, multiple and prime, square and cube numbers and use them to construct equivalence statements (for example, $4 \times 35 = 2 \times 2 \times 35$; $3 \times 270 = 3 \times 3 \times 9 \times 10 = 92 \times 10$). - Express missing number problems algebraically	Living things and their habitats.

			• Find pairs of numbers that satisfy pairs of numbers involving two unknowns • Solve problems involving addition, subtraction, multiplication and division, deciding which operations and methods to use and why • Use estimation to check answers to calculations and determine, in the context of a problem, an appropriate degree of accuracy.	
History	Geography	Physical Education	Art	Design and Technology
• Ancient Maya Why should we study the ancient Maya?	• Amazing Americas: Rio de Janeiro & Mojave Desert are worlds away from where we live	• Gymnastics • Net / Wall Games, Basketball and Tennis (CM Sports) • Daily Mile	• Drawing- Make my Voice Heard	• Digital World: Toothbrush Timer
Music	Computing	PSHE	French	
• North American and Minimalist Music. • Finnegan's Cave	• Exploring variables when designing and coding a game • To know that it is unsafe to meet unknown people online and to report any suspicions (covered in all KS2) • To understand the potential risk of providing personal information online. • Answering questions by using spreadsheets to organise and calculate data	• Created and Loved By God: Life Cycles • Created to Love Others: Religious Understanding Personal Relationships Keeping Safe	• In My House • Planning a French Holiday	

How to help at home: