

Year 6: Curriculum Overview

Autumn Term	Autumn 1 7 weeks		Autumn 2 7 weeks	
	4 weeks	3 weeks	4 weeks	3 weeks
	History	Art	Geography	DT
	What did the ancient Egyptians believe? Finding out about Egyptian beliefs, children make inferences about beliefs about the afterlife using primary sources. They investigate pyramids, gods and goddesses, and mummified people to identify Egyptian beliefs before creating a video clip to summarise their findings.	Craft and design: Create ancient Egyptian scrolls Developing design and craft skills taking inspiration from Ancient Egyptian art and pattern and paper making. Sculpture: Create Ancient Egyptian sarcophagus Developing sculpture and design skills by using Mod Rock to create a sarcophagus	Can I carry out an independent fieldwork enquiry? Observing, measuring, recording and presenting their own fieldwork study of the local area.	Cooking and nutrition: Come dine with me Develop a three-course menu focused on three key ingredients, as part of a paired challenge to develop the best class recipes. Explore each key ingredient's farm to fork process.

Spring Term	Spring 1 6 weeks		Spring 2 6 weeks	
	2.5 weeks	3.5 weeks	4 weeks	2 weeks
	Art	Geography	Geography	DT
	Drawing: Make my voice heard From the Ancient Maya to modern-day street art, children look at how artists convey a message. Exploring imagery, symbols, expressive mark making, and 'chiaroscuro' children consider audience and impact to create powerful drawings to make their voices heard.	Why are rainforests important to us? Developing an understanding of biomes, ecosystems and tropics; mapping features of the Amazon rainforest and learning about its layers; investigating how communities in Manaus use the Amazon's resources; discussing the global human impact on the Amazon; and carrying out fieldwork to compare and contrast two types of forest.	Why do natural resources matter? Learning about renewable and non-renewable energy sources, where they come from and their impact on society, the economy and the environment. <i>This will pull together all of the learning the children have done so far in relation to rivers, earthquakes, volcanoes, the oceans and the rainforest</i>	Textiles: Waistcoats Using a combination of textiles skills such as attaching fastenings, appliqué and decorative stitches, children design, assemble and decorate a waistcoat for a chosen purpose.

Summer Term	Summer 1 6 weeks		Summer 2 7 weeks		
	4 weeks	2 weeks	2 weeks	4 weeks	1 weeks
	History	Art	DT	Art	DT
	What was the impact of World War 2 on the people of Britain? Investigating the causes of WW2; learning about the Battle of Britain; investigating the impact of the Blitz and evacuation on people's lives; and evaluating the effectiveness of primary sources.	Craft and design: Photo opportunity Developing photography skills and techniques to design a range of creative photographic outcomes.	Electrical systems: Steady hand game Understand what is meant by fit for purpose design and form follows function. Design and develop a steady hand game using a series circuit, including housing and backboard.	Painting and mixed media: Artist study Exploring a selection of paintings through art appreciation activities. Collecting ideas in sketchbooks and planning for a final piece after researching the life, techniques and artistic intentions of an artist that interests them.	Mechanical systems: Automata toys Develop a functional automata window display, to meet the requirements in a design brief. Explore and create cam, follower and axle mechanisms to mimic different movements.