

BISHOP CREIGHTON ACADEMY - THE LEARNING JOURNEY OF A YEAR 6 SUPERHERO

		Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Core subjects	Science	Electricity <ul style="list-style-type: none"> associate the brightness of a lamp or the volume of a buzzer with the number and voltage of cells used in the circuit 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 use recognised symbols when representing a simple circuit in a diagram 	Animals including humans <ul style="list-style-type: none"> identify and name the main parts of the human circulatory system, and describe the functions of the heart, blood vessels and blood recognise the impact of diet, exercise, drugs and lifestyle on the way their bodies function describe the ways in which nutrients and water are transported within animals, including humans. describe the changes as humans develop to old age (SRE) Living things and their habitats 	Evolution and Inheritance <ul style="list-style-type: none"> recognise that living things have changed over time and that fossils provide information about living things that inhabited the Earth millions of years ago recognise that living things produce offspring of the same kind, but normally offspring vary and are not identical to their parents identify how animals and plants are adapted to suit their environment in different ways and that adaptation may lead to evolution 		Light <ul style="list-style-type: none"> recognise that light appears to travel in straight lines use the idea that light travels in straight lines to explain that objects are seen because they give out or reflect light into the eye explain that we see things because light travels from light sources to our eyes or from light sources to objects and then to our eyes use the idea that light travels in straight lines to explain why shadows have the same shape as the objects that cast them. 	Classification <ul style="list-style-type: none"> describe how living things are classified into broad groups according to common observable characteristics and based on similarities and differences, including microorganisms, plants and animals give reasons for classifying plants and animals based on specific characteristics.
	Geography		Why does population change? <ul style="list-style-type: none"> look at global population distribution think about why certain areas are more populated than others explore the factors that influence birth and death rates and use case studies to illustrate consider and discuss the social, economic and environmental push and pull factors that influence migration. carry out fieldwork to explore the impact of population on the local environment 		Where does energy come from? <ul style="list-style-type: none"> learn about time zones around the world while exploring natural resources and energy found in the United States and the United Kingdom learn about renewable and non-renewable energy sources and the impacts these have on society, economy and environment carry out a fieldwork investigation considering the best location for a solar panel on the school grounds 		How could we make our local area more environmentally friendly? <ul style="list-style-type: none"> observe, measure, record and present their own fieldwork study of the local area with a focus on the environment implement digital mapping, use of photographs, data collection and analysis, before culminating ideas into a presentation explaining small changes that can be made to improve the quality of their local environment
Foundation subjects	History	What does the census tell us about our local area? <ul style="list-style-type: none"> investigate local history during the Victorian period and carry out an enquiry using the census, parish register, and factory records learn about the changes to the family over a period of time and suggest reasons for these changes, linking them to national events plan own historical enquiry and research a local family 		British History 6: What was the impact of World War II on the people of Britain? <ul style="list-style-type: none"> extend chronological knowledge beyond 1066, and learn about how World War II changed British society learn about the different reasons why Britain went to war in 1939 and investigate the experiences of families during the Blitz use a range of sources (including video and photographs) reconstruct the feelings of those living on the home front in World War II 		Why did the Maya civilisation decline so quickly? <ul style="list-style-type: none"> extend knowledge of civilisations and compare and contrast the Maya to Britons develop chronological awareness of how the Maya fit into the timeline of mankind learn about the achievements of the Maya and make contrasts to the experience of the people of Britain at this time. deepen understanding of the growth of empires, and learn why the Maya Empire declined 	
	Computing	6.1 Coding (6) To design a playable game with a timer and a score. To plan and use selection and variables. To use flowcharts to test and debug a program. To create a simulation of a room in which devices can be controlled.	6.2 Online safety (3) To identify benefits and risks of mobile devices broadcasting the location of the user/device, e.g., apps accessing location. To identify secure sites by looking for privacy seals of approval, e.g., https, padlock icon. To review the meaning of a digital footprint and understand how and why people use their information and online presence to create a virtual image of themselves as a user. 6.8 Binary (4) To examine how whole numbers are used as the basis for representing all types of data in digital systems. To recognise that digital systems represent all types of data using number	6.7 Quizzing (5) To create a picture-based quiz for young children. To make a quiz that requires the player to search a database.	6.5 Text Adventures (4) To use 2Connect to plan a 'Choose your own Adventure' type story. To introduce an alternative model for a text adventure which has a less sequential narrative. To use written plans to code a map-based adventure in 2Code. 6.6 Networks (2) To discover what the children know about the Internet. To find out what a LAN and WAN are. To find out how we access the internet in school. To think about what the future might hold.	6.9 Spreadsheets with MS Excel (6) To navigate and enter data into cells. To use formulae for percentages, averages, max and min in spreadsheets. To create a variety of graphs in Excel.	6.9 Spreadsheets with MS Excel (2) To use a spreadsheet to model a real-life situation. To apply spreadsheet skills to solving problems. 6.4 Blogging (4) To identify the features of successful blog writing. To understand how to write a blog and a blog post. To understand how to contribute to an existing blog.

BISHOP CREIGHTON ACADEMY - THE LEARNING JOURNEY OF A YEAR 6 SUPERHERO

			codes that ultimately are patterns of 1s and 0s. To recognise that the numbers 0, 1, 2 and 3 could be represented by the patterns of two binary digits of 00, 01, 10 and 11						
Art & Design	Craft and design: Photo opportunity <ul style="list-style-type: none"> explore photography as a medium for expressing ideas investigate scale and composition, colour and techniques for adapting finished images use digital media to design and create photographic imagery for a specific design brief 			Drawing: Make my voice heard <ul style="list-style-type: none"> explore how artists convey a message – from <i>Ancient Maya</i> to <i>modern-day street art</i> understand how artists use imagery and symbols understand how artists use drawing techniques like expressive mark making, tone and the dramatic light and dark effect - 'chiaroscuro' 			Sculpture and 3D: Making memories <ul style="list-style-type: none"> create a personal memory box using a collection of found objects and hand-sculptured forms reflect primary school life with symbolic and personal meaning. 		
Design & technology			Textiles: Waistcoats <ul style="list-style-type: none"> select suitable fabrics, using templates, pinning, decorating and stitching to create a waistcoat for a person or purpose of their choice 			Structures: Playgrounds <ul style="list-style-type: none"> design and create a model of a new playground featuring five apparatus, made from three different structures. create a footprint as the base to visualise objects in plan, include use of natural features 			Digital world: Navigating the world (Sum 2) <ul style="list-style-type: none"> program a navigation tool to produce a multifunctional device for trekkers combine 3D objects to form a complete product in CAD 3D modelling software present a pitch to 'sell' their product
PSHE	Families and friendships <ul style="list-style-type: none"> Attraction to others; romantic relationships; civil partnership and marriage 	Safe relationships <ul style="list-style-type: none"> Recognising and managing pressure; consent in different situations 	Respecting ourselves and others <ul style="list-style-type: none"> Expressing opinions and respecting other points of view, including discussing topical issues 	Belonging to a community <ul style="list-style-type: none"> Valuing diversity; challenging discrimination and stereotypes 	Media literacy and digital resilience <ul style="list-style-type: none"> Evaluating media sources; sharing things online 	Money and work <ul style="list-style-type: none"> Influences and attitudes to money; money and financial risks 	Physical health and Mental wellbeing <ul style="list-style-type: none"> What affects mental health and ways to take care of it; managing change, loss and bereavement; managing time online 	Growing and changing <ul style="list-style-type: none"> Human reproduction and birth; increasing independence; managing transition 	Keeping safe <ul style="list-style-type: none"> Keeping personal information safe; regulations and choices; drug use and the law; drug use and the media