

*The Ryde School*  
Curriculum Information  
Summer Term 2023  
Year 6

Curriculum Area	Topics Covered
Art	<b>Collage:</b> Select and arrange materials for a striking effect. Ensure work is precise. Mix textures (rough and smooth, plain and patterned). Combine visual and tactile qualities.
Religious Education	<b>Identity and Belonging:</b> Describe roles of Christian, Jewish and Buddhist leaders. Explain the role of leaders in their own lives. Reflect on the importance of leaders. Explain what happened in the Easter/Passover stories and what Christians/Jews learn from this. Reflect on how hard/easy it might be to follow a faith. Know the steps on the Eightfold path. Explore how it would be to follow these rules in everyday life.
Design and technology	<b>Textiles:</b> Show precision in techniques. Choose from a range of stitching techniques. Combine previously learned techniques to create pieces. Use the qualities of materials to create suitable visual and tactile effects in the decoration of textiles.
Geography	<b>South America:</b> To name and locate the countries of South America and identify their main physical characteristics. To identify how mountain ranges are formed and how the Andes are used now. To make comparisons between Lima and Hatfield. To make choices in how I present information I have collected. I can explain what different South American countries trade and export. I can identify how aspects of human and physical characteristics and land-use patterns have changed over time. To create a map of Hatfield including the tourist destinations. To understand how life expectancy, currency and languages builds a picture of a place.
History	<b>Conflict:</b> To use a timeline to sequence the key events of the War of the Roses. To use sources to find out about Tudor crime and punishment. To investigate the possibilities of the decline of the Maya empire. <b>Settlements:</b> To name some of the most important towns and cities in Tudor England. To describe the different ways in which Tudor houses changes over the Tudor period. To interpret sources to explain a range of reasons why people moved to the towns in the 19th century. To compare and contrast the different types of architecture in Maya society.
Information technology	<b>Coding/Microbits:</b> To design, code and test prototypes for different purposes using the BBC micro: bit. Animation Project and animation-nation workshop. <b>Binary:</b> Examine how whole numbers are used as the basis for representing all types of data in digital systems.
Modern Foreign Languages	<b>French:</b> Order a selection of typical foods, drinks and snacks from a French menu and order a French breakfast. Perform a simple role play ordering food, drink and/or snacks in a French café using useful language such as 'hello', 'can I have...', 'the bill please', 'thank you' and 'goodbye'.
Physical Education	<b>Gymnastics:</b> • Hold shapes that are strong, fluent and expressive. • Include in a sequence set pieces, choosing the most appropriate linking elements. • Vary speed, direction, level and body rotation during floor performances. • Practise and refine the gymnastic techniques used in performances. • Use equipment to vault and to swing (remaining upright)
Science	<b>Living things and their habitats:</b> Give reasons for classifying plants and animals based on specific characteristics. <b>Animals, including humans:</b> Describe the ways in which nutrients and water are transported within animals, including humans. <b>Evolution and inheritance:</b> Identify how animals and plants are adapted to suit their environment in different ways and that adaptation may lead to evolution. <b>Light:</b> Use the idea that light travels in straight lines to explain why shadows have the same shape as the objects that cast them. <b>Electricity:</b> 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.
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**Enrichment Activities**

Regular outdoor learning opportunities through the curriculum.

Swimming lessons at Hatfield Leisure Centre.

OAA week.

Forest school skills.

Magistrates workshop.

Animation nation workshop.

Golf lessons.

Trip TBC.

**How you can help your child:**

- Complete weekly revision tasks in books.
- Purple mash tasks.
- Your child should be reading at least 5 times a week for 20 minutes. Remember that good readers become good writers!
- Home reading journals.
- Visit places of interest linked to our topics.
- Read different types of texts (e.g. newspapers, leaflets, information books).
- Play times tables games (e.g. Hit the button, times table tennis, times tables with number cards).
- Encourage use of a dictionary to check spelling and a thesaurus to find synonyms and expand vocabulary.
- Encourage opportunities for telling the time and solving problems involving time.
- Encourage opportunities for counting coins and money; finding amounts or calculating change when shopping.
- Identify, weigh or measure quantities and amounts in the kitchen or in recipes.