Religious Education Church – Loving, to know that God's love is never ending and unconditional. **Sources, t**o understand the Bible as the story of God's love, told by the People of God. **Witnesses t**o know that during Pentecost the Holy Spirit enables people to witness to the Easter message

Sacrament - Vocation & commitment, to learn about the sacrament of ordination. **Unity,** to know that the Eucharist challenges and enables the Christian family to live and grow in communion. **Healing,** To understand the importance of the sacrament of the anointing of the sick.

Christian Living – Expectations, To understand that advent is a time of joyful expectation of Christmas, the word becoming a human person, Jesus. **Death & new life,** to understand that the church's seasons of lent, holy week and Easter; the suffering, death and resurrection of Jesus led to new life. **Common good,** To know that the work which Christians do for the common good of all.

ENGLISH

Reading
Read a broad range of genres
Recommend books to others
Make comparisons within/across books
Support inferences with evidence
Summarising key points from texts
Identify how language, structure, etc, contribute to meaning. Discuss use of language, inc figurative
Discuss and explain reading, providing reasoned justifications for views.
Learn and recite poetry by heart

Handwriting
Develop legible personal handwriting style

Spelling
Use knowledge of morphology and etymology in spelling
Statutory spelling list

Writing
Plan writing to suit audience and purpose, use models of writing
Develop character and setting in narrative
Précis
Select grammar and vocabulary for effect
Read as a writer, ie use techniques seen to inform skill of grammar, etc

Spoken Language
Use questions to build knowledge
Articulate arguments and opinions
Use spoken language to speculate, hypothesise, imagine and explore
Use appropriate register and language

Grammar, punctuation and vocabulary
Use the passive voice for purpose
Understand the difference between informal and formal styles, including the subjunctive
Use colons, semi-colons and dashes
Use hyphens to avoid ambiguity
Use appropriate register/style
Use features to convey and clarify meaning
Use full punctuation
Use language of subject/object

Perform Shakespeare

MATHEMATICS

Number and Place Value
Secure place value and rounding to 10,000,000 including negatives
Use negative numbers in context and calculate across zero

Number: Addition, Subtraction, Multiplication and Division
All written methods, including formal long division
Divide numbers up to 4 digits
Multiply multi digit numbers up to 4 digits by a 2 digit number
Use order of operations (not indices)
Identify factors, multiples and primes
Solve multi-step number problems using all operations and a mix of these
Use estimation effectively

Number: Fractions (including decimals and percentages)
Compare and simplify fractions
Use equivalents to add fractions
Multiply simple fractions
Divide fractions by whole numbers
Solve problems using decimals and percentages
Use written division up to 2dp

Ratio
Introduce ratio and proportion and solve problems

Algebra
Introduce simple use of unknowns
Use simple formulae
Generate and describe linear number sequences
Express missing number problems algebraically
Find pairs of numbers that satisfy an equation with two unknowns

Measurement
Estimate the volume of cubes and cuboids
Confidently use a range of measures and conversions
Calculate area of triangles/parallelograms
Use area and volume formulas

Statistics
Construct and use pie charts and line graphs
Calculate mean averages *(probability, range, mode and median no longer included)*

Year 6

Geometry: Properties of Shapes
Find unknown angles in any triangle, quadrilaterals and regular polygons
Classify shapes by properties
Illustrate and name parts of circles, including radius, diameter and circumference
Know and use angle rules (diameter is twice the radius)

Geometry: Position and Direction
Describe position on the full coordinate grid (all four quadrants)
Draw and translate simple shapes on the co-ordinate plane and reflect them on the axes

SCIENCE

Working Scientifically
Controlling variables. Repeat readings of measurement where appropriate. Use test results to make predictions to set up further comparative, fair tests. Report and present findings from investigations and explanation of results in oral and written forms such as displays and other presentations. Identify scientific evidence that has been used to support or refute ideas or arguments.

Physics
Light and shadows; the eye. Forces, including gravity
Electricity: investigating circuits

Biology
Classification, including micro-organisms
Health and lifestyles, including circulatory system
Evolution and Adaptation

DESIGN TECHNOLOGY

Use research and criteria to develop products which are fit for purpose and aimed at specific groups
Analyse and evaluate existing products and improve own work
Use mechanical and electrical systems in own products, including programming

GEOGRAPHY

Understand latitude, longitude, Equator, hemispheres, tropics, polar circles and time zones
Study a region of Europe, and of the Americas
Use 4-figure grid references on OS maps
Use fieldwork to record and explain areas at Dunfield House

ART AND DESIGN

Use sketchbooks to collect, record, review, revisit and evaluate ideas
Improve mastery of techniques such as drawing, painting and sculpture with varied materials
Learn about great artists, architects and designers

HISTORY

British History
Significant turning points in British history, eg The Battle of Britain

Local History Study
A study of an aspect of history or a site dating from a period beyond 1066 that is significant in the locality, eg Burnham Beeches linked to WW2

Broader History Study
Civil Rights Movement.
Mayan civilisation c. AD 900

MUSIC

Perform vocally and instrumentally with control and expression, solo and in ensembles
ICT: manipulate and explore sampled sounds, combine with acoustic instruments
ICT: use 'Garageband' software
Listen to detail and recall aurally
Use and understand basics of staff notation linked to keyboards

PHYSICAL EDUCATION

Team games, athletics, street dance

COMPUTING

Design and write programs to solve problems. Use sequences, repetition, inputs, variables and outputs in programs. Detect and correct errors in programs. Understand uses of networks for collaboration and communication. Be discerning in evaluating digital content. Search.

MODERN LANGUAGES - FRENCH

Listen and engage
Engage in conversations, expressing opinions
Speak and be understood
Develop appropriate pronunciation
Present ideas and information orally
Show understanding in simple reading
Adapt known language to create new ideas
Describe people, places and things
Understand basic grammar