

Year 6

Term	ART	Computing	DT	Geography	History	Music	PE	PSHE	RE	Science
Autumn 1	Drawing and Collage and Textiles -Art- Variety of textile art depicting maps / landscapes	Computing systems and networks -Bletchley Park Programming -Intro to Python	Textiles Unit -Punch and Judy Puppet -Making a map using fabrics	Marvellous Maps	Leisure and Entertainment	Happy -Pop/ Neo Soul -Being happy!	Invasion Games Core Task 8	Sex and relationship education -Healthy relationships -How a baby is made	Divali	Living things and their habitats
Autumn 2						Classroom Jazz 2 -Bacharach and Blues -Jazz, improvisation and composition	Invasion Games Core Task 9/10	Sex and relationship continued -Communication and being able to tell when something is not right	Jesus Light of the World	Animals including humans
Spring 1	Printing and Sculpture -Artist- Clarice Cliff	Data handling -Big data 1 Creating media -History of computers	-	Trading and Economics	Ancient Greece	A New Year Carol -Classical or Urban Gospel	Net and Wall Games Core Tasks 4/5/6	Drugs, alcohol and tobacco education -Peer pressure and weighing up the risks.	Christian Prayer	Evolution and inheritance
Spring 2						You've Got A Friend -70s Ballad/ Pop	Gymnastics Core Task 11/12	Identity society and equality -Human rights	Christian Worship	Electricity
Summer 1	Drawing and Painting -Artists- Van Gogh, Paul Cezanne and Georgia O'Keeffe	Data handling -Big data 2 Skills showcase -Inventing a product	Design Unit -Bird Tables and Houses -Designing and outfit for mountain wear	Magnificent Mountains	Indus Valley	TBC	Games (Striking and Fielding) Core Task 5	Mental health and emotional wellbeing -Healthy minds -Transition into Secondary School.	A Hindu's Journey of Life	Light
Summer 2						Reflect, Rewind and Replay -Classical -The history of music, look back and consolidate your learning, learn some of the language of music	Athletics Core Task 6/7/8	Keeping safe and managing risk -Keeping safe - out and about FGM, SE and grooming.	The Pilgram's Progress	Working Scientifically