

Autumn 1 Aug - Oct 2017

RE & PSHE/Citizenship;

Causes of conflicts, understanding different views,
Values of the school

Languages; French

Names, numbers, days of the week and months of
the year, simple phrases.

P.E;

Tri Golf / Gymnastics. Miss Hirsh and Sports
coaches cover Year 6 PE

Homework; My Maths, Reading, basic maths
and English skills, e.g. punctuation, spelling and
grammar.

Trip; Year 6 Residential

ART/ D&T;

Children will study artists from the time period and
will design and make a model air-raid shelter using
real-life ideas.

Curriculum Map

TOPIC-World War 1 and 2



Topic;

Geography – Where did the Wars take place?

Children will locate battles from the Great Wars,
researching why battles took place where they did
and countries involved in the two wars.

History – What happened?

We will be finding information about World War 1
and 2. The unit will be led by the children's
questions at the start of the term. Use of research
skills to explore life and events of both Wars,
including why, when, how and what learning
points.



English: Discussion and Narrative

Children will take part in discussions about important
issues surrounding World War, debating using a range
techniques. They will write their discussions as formal
pieces of work.

Numeracy:

Number and place value – Round the four dice

- read, write, order and compare numbers up to 10 000 000
and determine the value of each digit
- round any whole number to a required degree of accuracy
- solve number and practical problems that involve all of the
above

Fractions

- **identify the value of each digit in numbers given to three
decimal places and multiply and divide numbers by 10,
100 and 1000 giving answers up to three decimal places**

Measurement

- use, read, write and convert between standard units,
converting measurements of length, mass and time from
smaller unit of measure to a larger unit, and vice versa,
using decimal notation to up to three decimal places
- convert between miles and kilometres**

Computing; We are Software Developers.

This unit will enable the children to:
Programme using Scratch by using a variety of blocks
and commands. Children will plan and design all parts
of their educational game.