



## Cophthorne Curriculum Long Term Plan: Year 6



Theme/Timescale (number of weeks/term etc.)	Theme	<b>National Primary Curriculum 2014 Coverage</b>	
<b>Autumn term.</b>	<b>'Bom Dia'</b>	<b>Geography</b>	<ul style="list-style-type: none"> <li>*Understand time zones (longitude and latitude, hemispheres)</li> <li>* Study a region of Europe</li> <li>*Economic activity and distribution of resources</li> </ul>
		<b>Art</b>	<ul style="list-style-type: none"> <li>*Collect, record, review, revisit and evaluate ideas</li> <li>*Improve mastery of techniques such as drawing and painting with varied materials</li> <li>*Learn about great artists.</li> </ul>
		<b>DT</b>	<ul style="list-style-type: none"> <li>* Cook savoury dishes for a healthy and varied diet.</li> <li>*Evaluate and analyse existing products and improve own work.</li> <li>* Use annotated sketches and cross-section diagrams</li> </ul>
		<b>PE</b>	<ul style="list-style-type: none"> <li>*Develop flexibility and control in gymnastics and athletics.</li> <li>*Play competitive games , applying basic principles</li> <li>*Compare performances to achieve personal bests.</li> <li>*Use running, jumping, catching in isolation and in combination.</li> </ul>
		<b>ICT</b>	<ul style="list-style-type: none"> <li>*Design and write programs to solve problems</li> <li>*Use sequences, repetition, inputs, variables and outputs in programs</li> <li>*Detect and correct errors in programs</li> <li>*Understand uses of networks for collaboration and communication</li> <li>*Be discerning in evaluating digital content.</li> </ul>
		<b>Music</b>	<ul style="list-style-type: none"> <li>*Perform with control and expression in ensembles.</li> <li>*Listen to detail and recall aurally.</li> </ul>
<b>Spring term</b>	<b>' Chocolate, C and Chichen itza'</b>	<b>History</b>	<ul style="list-style-type: none"> <li>*Broader history study – non-European society i.e Mayan civilisation</li> </ul>
		<b>Geography</b>	<ul style="list-style-type: none"> <li>*Study of the Americas</li> <li>*Use four and six figure references on an ordinance survey map.</li> <li>*Understand biomes, vegetation belts and land use.</li> <li>* The equator, tropics and polar circles.</li> </ul>
		<b>Art</b>	<ul style="list-style-type: none"> <li>*Collect, record, review, revisit and evaluate ideas</li> <li>*Improve mastery of techniques such as drawing and painting with varied materials</li> <li>*Learn about great artists</li> <li>*Improve mastery of techniques such as sculpture.</li> </ul>
		<b>DT</b>	<ul style="list-style-type: none"> <li>*Cook savoury dishes for a healthy and varied diet</li> <li>* Use research and criteria to develop products which are fit for purpose and aimed at specific groups</li> </ul>

			* Evaluate and analyse existing products and improve own work.
		<b>PE</b>	*Develop flexibility and control in dance. * Compare performances to achieve personal bests. * Use running, jumping, catching in isolation and in combination. *Take part in outdoor adventurous activities.
		<b>ICT</b>	*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.
		<b>Music</b>	*To develop an understanding of the history of music including great musicians and composers. *Use and understand the basics of staff notation. *Improvise and compose using dimensions of music.
<b>Summer term</b>	<b>'Let me Entertain You'</b>	<b>History</b>	*British history taught chronologically, leisure and entertainment in the 20th century.
		<b>Geography</b>	*Use fieldwork to record and explain areas. *Name and locate, counties, cities, regions and features of the UK.
		<b>DT</b>	*Use research and criteria to develop products which are fit for purpose and aimed at specific groups. *Use computer aided design *Analyse and evaluate existing products and improve own work. *Use mechanical and electrical systems in own products including programming.
		<b>PE</b>	* Develop flexibility and control in gymnastics, dance and athletics. *Play competitive games, applying basic principles
		<b>ICT</b>	*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.
		<b>Music</b>	*Perform with control and expression in solo and ensembles. *To develop an understanding of the history of music including great musicians and composers. *Use and understand the basics of staff notation. *Improvise and compose using dimensions of music.