



Year 6 - Curriculum map



Planned half term	Year 6	Subject focus	Love to Investigate	Art & design	Computing	Design & technology	Geography	History	Science
1	Hola Mexico!	<b>Music</b>	How can we make red? What colour is a shadow?	Sculpture; Maya art; Carving	Online research; Digital presentations	Food of Mexico; Evaluating and making instruments	Using maps; Human and physical geography of Mexico	Ancient Maya civilisation	Light and shadows
2	Frozen Kingdom	<b>Geography</b>	How do animals stay warm? Can we slow cooling down?	Photography; Painting; Block printing	Collecting, evaluating and presenting information	Building an igloo	Features of the polar regions	Emigration and exploration in the early 1900s	Living things and their habitats
3	A Child's War	<b>History</b>	How can you send a coded message?	Discrete	Using search technologies; Using presentation software	Following recipes; Building structures	Human geography; Cities of the UK	The Second World War	Discrete
4	Blood Heart	<b>Science</b>	How does blood flow? What's in blood? What can your heart rate tell you?	Modelling and sculpture; Abstract art	Using websites; Flow diagrams	Selecting tools and equipment; Healthy recipes; Product packaging; Working models	Discrete	Discrete	Human circulatory system; Measuring heart rate; History of blood groups; Lifestyle effects; Working scientifically
5	Tomorrow's World	<b>Computing</b>	How does light travel? What is a reflection? Can you see through it? Can you turn a light down?	Logo design	Effective and safe online research; Computer networks; Algorithms; Using logical reasoning; Downloading music; Website design; 'Text' language	Key individuals in design and technology; Assistive technologies; Programming, monitoring and controlling products; Website header design; Product design	Discrete	History of computing	Light; Electricity
6	Gallery Rebels	<b>Art &amp; design</b>	Is green really green?	Great artists of the 19th and 20th centuries	Collecting, evaluating and presenting information	Selecting and using tools and materials	Locational knowledge	Discrete	Light