History

Year 6 Curriculum Objectives

Sonar Curriculum

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Establish clear narratives within and across periods by using secure chronological understanding			Ancient Greece	Ancient Greece	Anglo Saxons and Scots	Anglo Saxons and Scots
Analyse trends, looking at continuity/change and similarity /difference/significance and use them to make connections and draw contrasts			Ancient Greece	Ancient Greece	Anglo Saxons and Scots	Anglo Saxons and Scots
Examine different aspects of history eg social, cultural, political and religious, in different contexts			Ancient Greece	Ancient Greece	Anglo Saxons and Scots	Anglo Saxons and Scots
Gain historical perspective by making connections between local, national and international history			Ancient Greece	Ancient Greece	Anglo Saxons and Scots	Anglo Saxons and Scots
Address and devise a wide range of historically-valid questions about change, cause, impact and significance			Ancient Greece	Ancient Greece	Anglo Saxons and Scots	Anglo Saxons and Scots
Develop and apply a range of historical vocabulary eg *influential, narratives, perspective*			Ancient Greece	Ancient Greece	Anglo Saxons and Scots	Anglo Saxons and Scots
Construct informed responses that involve thoughtful selection and organisation of relevant historical information			Ancient Greece	Ancient Greece	Anglo Saxons and Scots	Anglo Saxons and Scots
Develop perspective and judgement by weighing evidence and sifting arguments eg propaganda			Ancient Greece	Ancient Greece	Anglo Saxons and Scots	Anglo Saxons and Scots
Explain why contrasting arguments and interpretations of the past exist			Ancient Greece	Ancient Greece	Anglo Saxons and Scots	Anglo Saxons and Scots

Juniper

Geography

Year 6 Curriculum Objectives

Sonar Curriculum

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Locate world's countries & cities using maps (focus on Europe and N/S America) and explain environmental regions, key physical/human features	Rivers, Mountains, Volcanoes, Earthquakes	Rivers, Mountains, Volcanoes, Earthquakes				
Name and locate countries, cities and regions of the UK	Rivers, Mountains, Volcanoes, Earthquakes	Rivers, Mountains, Volcanoes, Earthquakes				
Secure understanding of how and why the UK's human/physical features, geographical regions, topographical features and land-use patterns have changed over time	Rivers, Mountains, Volcanoes, Earthquakes	Rivers, Mountains, Volcanoes, Earthquakes				
Apply understanding of positional language eg longitude, latitude to explain geographical characteristics eg topography	Rivers, Mountains, Volcanoes, Earthquakes	Rivers, Mountains, Volcanoes, Earthquakes				
In a variety of ways, observe, record, measure and present human/physical features of local area using sketches, plans, graphs and digital technology eg numerical, quantitative and writing at length	Rivers, Mountains, Volcanoes, Earthquakes	Rivers, Mountains, Volcanoes, Earthquakes				
Use digital mapping, 8-point compasses, 4- and 6- digit grid references and Ordnance Survey maps	Rivers, Mountains, Volcanoes, Earthquakes	Rivers, Mountains, Volcanoes, Earthquakes				
Analyse geographical similarities and differences (regions of UK, European country and N/S America)and communicate geographical concepts in a wide variety of ways	Rivers, Mountains, Volcanoes, Earthquakes	Rivers, Mountains, Volcanoes, Earthquakes				
Examine and explain key aspects of physical geography (climate zones, biomes, vegetation belts, rivers, mountains, earthquakes, volcanoes, water cycle)	Rivers, Mountains, Volcanoes, Earthquakes	Rivers, Mountains, Volcanoes, Earthquakes				
Examine and explain key aspects of human geography (settlement/land use, economic activity and distribution of natural resources)	Rivers, Mountains, Volcanoes, Earthquakes	Rivers, Mountains, Volcanoes, Earthquakes				
Understand the interaction between physical and human processes and features and how these change over time	Rivers, Mountains, Volcanoes, Earthquakes	Rivers, Mountains, Volcanoes, Earthquakes				

Juniper

Science

Year 6 Curriculum Objectives

Sonar Curriculum

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Independently decide which observations to make	Living things and classification	Living things and classification	Evolution and inheritance	Animals including humans	Electricity	Light
Plan different types of scientific enquiry in order to answer questions	Living things and classification	Living things and classification	Evolution and inheritance	Animals including humans	Electricity	Light
Use science experiences to explore ideas and raise different types of question	Living things and classification	Living things and classification	Evolution and inheritance	Animals including humans	Electricity	Light
Decide how to record data/results of increasing complexity using diagrams, classification keys, tables, scatter graphs, bar and line graphs	Living things and classification	Living things and classification	Evolution and inheritance	Animals including humans	Electricity	Light
Report and present findings from enquiries, examining causal relationships and reliability of results	Living things and classification	Living things and classification		Animals including humans	Electricity	Light
Recognise and control variables where necessary				Animals including humans	Electricity	Light
Explain which variables need to be controlled and why				Animals including humans	Electricity	Light
Take measurements using a range of scientific equipment with accuracy and precision, taking repeatreadings where appropriate	Living things and classification	Living things and classification	Evolution and inheritance	Animals including humans	Electricity	Light
Use test results to make predictions to set up further tests (comparative/fair) and explain reasoning				Animals including humans	Electricity	Light
Interpret scientific evidence that has been used to support/refute arguments			Evolution and inheritance	Animals including humans	Electricity	Light

Juniper

Art

Year 6 Curriculum Objectives

Sonar Curriculum

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Capture artistic process in sketch book	Digital media	Watercolour	Printing		Drawing – pencil – movement	Sculpture –clay
In drawing, use a wide range of pencils to begin to develop a personal style, drawing on work of other artists for inspiration					Drawing – pencil – movement	
In painting, combine colours, tones and tints to enhance mood		Watercolour				
In collage, combine visual and tactile qualities						
Enhance digital media by editing including sound, video, animation, still images and installations	Digital media					
Use wide range of artistic vocabulary to evaluate own work and communicate ideas / comment on artworks eg *atmosphere, symbolise, mastery, evocative*	Digital media	Watercolour	Printing		Drawing – pencil – movement	Sculpture –clay
Master art/design techniques with wide range of materials	Digital media	Watercolour	Printing		Drawing – pencil – movement	Sculpture –clay
Over the course of history, understand how great artists, architects and designers contribute to the culture, creativity and wealth of our nation	Digital media	Watercolour	Printing		Drawing – pencil – movement	Sculpture –clay
Communicate ideas and comment on artworks using artistic language	Digital media	Watercolour	Printing		Drawing – pencil – movement	Sculpture –clay

Juniper

D&T

Year 6 Curriculum Objectives

Sonar Curriculum

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Communicate, generate and develop ideas, drawingon other disciplines eg science, maths, computing		Create a healthy snack for a mountain adventure		Microbits programming		Complex structures – CAMS mechanical systems
Use research to inform innovative design and generate own design criteria		Create a healthy snack for a mountain adventure				
Confidently take calculated risks to become innovative, resourceful and enterprising		Create a healthy snack for a mountain adventure				Complex structures – CAMS mechanical systems
Construct more complex structures by applying rangeof strategies in order to solve real/relevant problems						Complex structures – CAMS mechanical systems
Drawing on disciplines & making connectionsto wider subject areas, apply understanding of computing to program, monitor and control products				Microbits programming		
Making connections to real & relevant problems, apply understanding of wider range of mechanical systems (gears, pulleys, cams, levers and linkages)						Complex structures – CAMS mechanical systems
Making connections to real & relevant problems, apply understanding of electrical systems (series circuits, switches, bulbs and motors)				Microbits programming		
According to their functional properties and aesthetic qualities, select from and use a wide range of tools, equipment, materials and components accurately to make high quality prototypes		Create a healthy snack for a mountain adventure				

Juniper

D&T

Year 6 Curriculum Objectives

Sonar Curriculum

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Generate own design criteria and critique ideas and products against these						Create a healthy snack for a mountain adventure
Explain and understand how key events and individuals in D&T helped to shape the world				Microbits programming		
Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques						Create a healthy snack for a mountain adventure
Know where and how a variety of ingredients are grown, reared, caught and processed and its impacton meal design						Create a healthy snack for a mountain adventure
Develop crucial life skill of feeding themselves and others affordably and well						Create a healthy snack for a mountain adventure

Juniper

Computing Science

Year 6 Curriculum Objectives

Sonar Curriculum

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems			Coding Introduction to Python			Binary Micro:bits
Solve problems by decomposing them into smaller parts			Coding			Binary Micro:bits
Use sequence, selection and repetition accurately in programs			Introduction to Python			Binary Micro:bits
Accurately manipulate a wide range of variables and various forms of input/output			Coding			Binary Micro:bits
Securely use logical reasoning to understand how algorithms work and detect and correct errors in algorithms and programs			Introduction to Python			Binary Micro:bits
Use the opportunities computer networks offer for communication and collaboration	Networks Graphing	Blogging Data detectives		Spread sheets		
Appreciate how results are selected and ranked anduse this to retrieve accurate content	Networks					
Be discerning in evaluating the reliability of digital content	Networks	Blogging				
Confidently, competently and responsibly use information and communication technology	Online Safety – Delivered throughout the year using 2BeSafe – Being Safe in a Digital World					
Express own ideas by selecting, using and combining a variety of software on a range of digital devices and create programs	Graphing	Blogging Data detectives		Spread sheets 3D Modelling		

Juniper

Music

Year 6 Curriculum Objectives

Sonar Curriculum

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Play (including ensembles) melody following staff notation written on one stave	Music & Technology	Developing ensemble skills	Creative composition	Musical styles connect us	Improvising with confidence	Farewell tour
Accompany melodies using block chords/bass line	Music & Technology	Developing ensemble skills	Creative composition	Musical styles connect us	Improvising with confidence	Farewell tour
Further understand differences between semibreves, minims, crotchets, quavers and semiquavers, and their equivalent rests	Music & Technology	Developing ensemble skills	Creative composition	Musical styles connect us	Improvising with confidence	Farewell tour
Read and play confidently from rhythm notation cards/rhythmic scores	Music & Technology	Developing ensemble skills	Creative composition	Musical styles connect us	Improvising with confidence	Farewell tour
Listen with attention to detail to combination of high-quality recorded and live music	Music & Technology	Developing ensemble skills	Creative composition	Musical styles connect us	Improvising with confidence	Farewell tour
Appreciate and understand music from range of origins, traditions, historical periods and social contexts	Music & Technology	Developing ensemble skills	Creative composition	Musical styles connect us	Improvising with confidence	Farewell tour
Evaluate and discuss music using increasing complex language	Music & Technology	Developing ensemble skills	Creative composition	Musical styles connect us	Improvising with confidence	Farewell tour
Sing a broad range of songs (including syncopated rhythms) as part of a choir	Music & Technology	Developing ensemble skills	Creative composition	Musical styles connect us	Improvising with confidence	Farewell tour
Continue to sing 3- and 4-part rounds/partner songs	Music & Technology	Developing ensemble skills	Creative composition	Musical styles connect us	Improvising with confidence	Farewell tour
Continue to perform range of songs as a choir to range of audiences	Music & Technology	Developing ensemble skills	Creative composition	Musical styles connect us	Improvising with confidence	Farewell tour
Create music that includes repetition and contrast, using chord changes	Music & Technology	Developing ensemble skills	Creative composition	Musical styles connect us	Improvising with confidence	Farewell tour
Extend improvised melodies beyond 8 beats over a fixed groove	Music & Technology	Developing ensemble skills	Creative composition	Musical styles connect us	Improvising with confidence	Farewell tour
Plan and compose an 8- or 16-beat melodic phrase	Music & Technology	Developing ensemble skills	Creative composition	Musical styles connect us	Improvising with confidence	Farewell tour
Play/notate melody on available tuned percussion and/or orchestral instruments	Music & Technology	Developing ensemble skills	Creative composition	Musical styles connect us	Improvising with confidence	Farewell tour
Compose melodies made from pairs of phrases in key suitable for the instrument chosen	Music & Technology	Developing ensemble skills	Creative composition	Musical styles connect us	Improvising with confidence	Farewell tour

Juniper

Physical Education

Year 6 Curriculum Objectives

Sonar Curriculum

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Communicate, collaborate and compete with each other in order to inspire self and others to succeedand excel	Netball Dance	Rugby Hockey	Football Gymnastics	Cricket	Tennis Dodgeball Strength and conditioning	Athletics Rounders
Evaluate and recognise own and others' success and identify strategies for improvement	Netball Dance Running	Rugby Hockey	Football Gymnastics Running	Cricket	Tennis Dodgeball Strength and conditioning	Athletics Rounders
Use a broad range of skills in isolation and in combination to become physically confident	Netball Dance	Rugby Hockey	Football Gymnastics	Cricket	Tennis Dodgeball Strength and conditioning	Rounders
Master flexibility, strength, technique, control and balance	Gymnastics Running		Gymnastics Running		Strength and conditioning	
Perform dances and gymnastic routines on own and with others using a range of movement patterns	Dance		Gymnastics			
Evaluate and compare performances with previous ones	Dance		Gymnastics			Athletics
Demonstrate improvement to achieve personal best	Dance		Gymnastics			Athletics Swimming
Play competitive games showing good communicationand collaboration to demonstrate their sense of sportsmanship	Netball	Rugby Hockey	Football	Cricket	Tennis Dodgeball	Rounders
Apply range of principles suitable for attacking and defending	Netball	Rugby Hockey	Football	Cricket	Dodgeball	Rounders
Participate in outdoor and adventurous activities				Bush craft		

Juniper