Year 6
Autumn 1
This term year 6 will study their "light" and "electricity" science units. These will link to their design and technology "construction" unit in which they will incorporate a motor and a switch into a model. Both the DT construction unit and electricity unit, will build on the learning from year 4 and light will build on learning in year 3. The science units will feed into the KS3 physics learning of light waves and current electricity.

Autumn 2
This term year 6 will focus on history and geography. In geography, the children will look at the local geography of Brent. In year 5, children study the impact of human actions on the local environment and they will build on this in year 6 and suggest ways people try to limit this impact. This links to the learning in history where the children will focus on Brent's changes over time. This gives the children the foundation for further exploration in the KS3 local history unit. Year 6 will consolidate their understanding of networks from year 4, where children apply their knowledge and understanding of networks, to then in year 6 where they look at how information is transferred between systems and devices. The children will also consider small-scale systems as well as large-scale systems and how we rely on these in the real world. In Art, Year 6 will learn how to use perspective in their drawings developing their 3D art skills studied in year 4.

Spring
This term in history, year 6 will explore why the Battle of Britain was a significant turning point in World War 2. They will build on giving the short term cause and consequences of the main events, situations and changes in the periods studied, to now explaining the long term cause and consequence of various events, situations and changes. The events covered in the lead up to World War II will then give the children the foundations needed when studying 'The Holocaust' in KS3 history. Year 6 will study two art units, "digital media " and "collage". The learning in digital media will build on the learning from year 4 where the children experiment with using a more developed graphics package to alter images to now using this graphics package to build layers to photographs that children have taken. Adding layers to drawings then links with the collage unit where children will add layers to a pre-drawn image. In computing, children will now consolidate their learning about presenting information where they build their own website to showcase their learning from history, including their own digital art work.

Summer 1
This term, year 6 will have a design technology focus. In textiles, children will build on their year 3 learning where they begin to join one piece of fabric together with a fold to now pinning and joining two pieces of fabric together to create a tote bag. This links with art where children create prints with three overlays to add a design to their bag. In cooking, children will select and prepare savoury products using methods such as beating and rubbing. This will give children the foundations for KS3 cooking where they cook a repertoire of predominantly savoury dishes so that they are able to feed themselves, and others, a healthy and varied diet. In science, year 6 will build on the different systems in the body, learnt in year 3 and 4, to learning about the circulatory system; its components; and how the circulatory system supports the transport of nutrients and water around the body. This then feeds into the KS3 biology unit of nutrition and digestion with which the children will learn further about the human digestive system.

Summer 2
The final term in year 6 will look at two science units: living things and their habitats and evolution and inheritance. The children will extend their knowledge of classifying living things from year 5 to now including microorganisms. In KS3, children will study genetics and evolution with a focus on the variation between species and between individuals of the same species evolving more successfully, which can drive natural selection. In year 6, children will begin learning about evolution and the idea of natural selection and how animals are adapted to suit their environment in different ways and that adaptation may lead to evolution. Computing in year 6 will be a consolidation of the programming strands covered across KS2 where they bring together elements of all the four programming constructs: sequence, repetition, selection, and variables to create a game using HTML - a new programming language.