

Year 6 Subject Curriculum Map – Autumn Term – World War Two



Term	Art & Design	Computing		Design & Technology	French	Geography	History	Music	PE	PSHE	RE	Science
Autumn 1	WW2 Explosion Watercolours	Online Safety	Using Equipment		Le Depart	Topic Geography: Maps of Europe Bomb damage in our locality	World War Two	WW2 Music	Gymnastics Tag Rugby	Zones of Regulation & Empowerment		Evolution & Inheritance
									rug Rugby	-	Judaism	
Autumn		Online Safety	Computing systems and networks: Bletchley Park	Make Do & Mend (Textiles)	French Link			Composing Music Videos	Badminton	How Do Friendships		Electricity
2					Christmas				Basketball	Change As We Grow?	Was Jesus the Messiah?	
			•	Year 6 Subj	ect Curric	ulum Map –	- Spring	Term - lı	ndia			
Spring	Tiger Art Mithila Art	Online Safety	Data handling: Big Data 1		French sport and the Olympics	India	Topic History: How has the past shaped modern India?	Bollywood	Fitness	How can we Keep our	How can Following God Bring Freedom and Justice?	Animals, Including Humans
1									Football	- Bodies Healthy?		
Spring		• Y	Elavian Al	Indian Food (Food)	In my French			The Carnival of the Animals	Dance	How Can The Media	What Difference Does the Resurrection make to Christians?	Animals, Including Humans
2		Online Safety	Exploring AI	Indian Food (Food)	house				Handball	Influence People?		
		Y	ear 6 Sul	bject Curric	ulum Map	- Summer	Term – S	Stone Ag	je to Iror	Age		
C	Cave Painting	t,	Programming:			Topic Geography: Location of sites of prehistoric importance including those in our locality	Prehistory	Stomp Inspired Music	Tennis	How Can We	or	Living Things & Their Habitats
Summer 1	Clay Cave Carving	Online Safety	Intro to Python		Planning a French holiday				Cricket	Keep Healthy As We Grow?		
Summer		fety	Using	Electrical Systems	Violeina a tour			Play	Athletics	What Will Change As We Become More Independent?	Humanism: Why do Humanists say happiness is the goal of life?	Light
2		Online Safety	Equipment: Making a Yearbook	Electrical Systems (Electrical)	Visiting a town in France				Dance			