

# The new National Curriculum 2014 - Year 6

## ENGLISH

### Reading

- Apply knowledge of morphology and etymology when reading new words
- Read and discuss a broad range of texts
- Read books structured in different ways; read for a range of purposes
- Recommend books to others
- Identify and discuss themes and conventions and make comparisons
- Learn a wider range of poetry by heart
- Prepare poems/plays to read aloud and perform
- Check for sense and ask questions to improve understanding
- Draw inference and make predictions
- Summarise main ideas
- Identify how structure and presentation contribute to meaning
- Discuss authors' use of language
- Distinguish between fact and opinion
- Retrieve, record and present information from non-fiction
- Discuss books they read and hear
- Explain and discuss their understanding, including through formal presentations and debates
- Justify their views

### Writing

- Spell: words with prefixes, suffixes and silent letters; homophones and other confusing words; using knowledge of morphology and etymology
- Use a thesaurus/dictionary to check meanings/spellings
- Write legibly, fluently and with increasing speed
- Plan writing: to suit audience and purpose; noting and developing initial ideas; considering how authors develop characters and settings
- When writing: select appropriate grammar and vocabulary; use linking, organisational and presentational devices; in narratives use dialogue and develop character, setting and atmosphere
- Précis longer passages
- Assess effectiveness of own and others' writing and propose changes to enhance effect and clarify meaning

## LANGUAGES (KS2)

- Listen and respond
- Explore language through stories, songs, poems and rhymes
- Converse; ask and answer questions; express opinions; seek help
- Speak in sentences
- Develop accurate pronunciation
- Express ideas and describe things orally and in writing
- Understand written words and phrases
- Broaden vocabulary
- Understand basic grammar

## ART AND DESIGN (KS2)

- Use sketchbooks to collect, record and evaluate ideas
- Improve skills in drawing, painting and sculpture, using various materials
- Learn about great artists, architects and designers

- Check writing for: correct and consistent tenses; subject/verb agreement; distinction between spoken/written language; appropriate register; correct spelling and punctuation
- Perform own compositions
- Understand formal language structures, including subjunctive
- Use: expanded noun phrases; modal and passive verbs; relative clauses
- Use: commas and hyphens to avoid ambiguity; brackets, dashes and commas for parenthesis; semi colons, colons or dashes between independent clauses; colons in lists; punctuation of bullet points
- Learn and use grammar and terminology in Appendix 2

### Spoken language

- Listen and respond appropriately
- Ask relevant questions
- Build vocabulary
- Articulate and justify own ideas
- Describe, explain and narrate for different purposes; express feelings
- Participate actively in conversations
- Speculate, hypothesise and explore ideas
- Speak clearly and fluently in Standard English
- Take part in discussions, presentations, performances, role-play, improvisations and debates
- Keep listeners interested
- Explore different viewpoints
- Communicate effectively using appropriate register

## SCIENCE

- Explore biological classification in more detail
- Identify main parts of the human circulatory system
- Explore the impact of diet, exercise, drugs and lifestyle on health
- Describe how nutrients are transported in humans and other animals
- Know living things have changed over time
- Know offspring are similar but not identical to parents
- Identify how living things adapt and how this may lead to evolution
- Explore how light behaves (travelling in straight lines, reflection, refraction, shadow formation)
- Associate brightness of lamp or volume of buzzer with number and voltage of cells
- Compare and give reasons for variations in how circuit components function
- Draw circuit diagrams using recognised symbols

### Working scientifically

- Plan different types of enquiry to answer questions
- Take accurate measurements and repeat them if needed
- Record increasingly complex data in various ways
- Use results to make predictions and suggest further tests
- Present findings orally and in writing
- Identify scientific evidence for or against an idea

## MUSIC (KS2)

- Use voice and instruments with increasing accuracy, control and expression
- Improvise and compose music
- Listen with attention to detail
- Use and understand musical notation
- Appreciate a wide range of live and recorded music
- Develop understanding of musical history

## DESIGN AND TECHNOLOGY (KS2)

- Develop products fit for purpose
- Communicate design ideas in various ways
- Use a wider range of tools and materials
- Evaluate existing products and improve own products
- Build and strengthen more complex structures
- Use mechanical, electrical and computing systems in own products
- Understand and apply principles of a healthy diet
- Prepare and cook mainly savoury dishes
- Understand seasonality

## COMPUTING (KS2)

- Design, write and debug programs
- Use sequence, selection and repetition in programs
- Use logical reasoning
- Understand computer networks
- Use search technologies effectively
- Create a range of digital products (including for handling data)
- Use technology safely, respectfully and responsibly

## PHYSICAL EDUCATION (KS2)

- Use running, jumping, catching and throwing in isolation and in combination
- Play competitive games, modified as appropriate
- Develop flexibility and control in gym, dance and athletics
- Take part in outdoor adventurous activities
- Compare performances to achieve personal bests
- (KS1 or KS2) Swim at least 25 metres; use a range of strokes; perform self-rescue

## GEOGRAPHY (KS2)

- Locate the world's countries, focusing on Europe and the Americas
- Study UK counties, cities, regions, physical features, land use and changes over time
- Identify the lines and zones on a globe, including time zones
- Compare a UK region with one in Europe and one in the Americas
- Understand key aspects of physical and human geography
- Use maps, atlases, globes and digital/computer mapping
- Use eight points of the compass, four- / six-figure grid references, symbols and keys
- Use a range of methods to study the local area

## MATHEMATICS

### Number

- Numbers to 10 million: read, write, order, compare; know place value; round to a given degree of accuracy
- Use negative numbers in context; calculate intervals across zero
- Multiply and divide numbers up to four digits by a two-digit whole number using formal written methods; interpret remainders
- Perform challenging mental calculations
- Identify common factors, common multiples and primes
- Use order of operations
- Use estimation to check answers
- Simplify, compare and order fractions
- Use equivalents to add and subtract fractions
- Multiply simple fractions together and divide fractions by whole numbers
- Associate a fraction with division and calculate decimal fraction equivalents
- Know place value to three decimal places; multiply and divide numbers by 10, 100 and 1000
- Multiply one-digit numbers with up to two dp by whole numbers
- Use written division for answers with up to two dp
- Recall and use equivalences between simple fractions, decimals and percentages
- Solve problems involving all aspects of number, including multi-step problems

## HISTORY (KS2)

- Changes in Britain from Stone Age to Bronze Age
- Roman Empire and its impact on Britain
- Settlement of Britain by Anglo-Saxons and Scots
- Vikings and Anglo-Saxons in Britain (to 1066)
- An aspect of British history extending past 1066
- Local history study
- Overview of earliest civilizations and in-depth study of one (Ancient Sumer, Indus Valley, Ancient Egypt or Shang Dynasty)
- Ancient Greece
- A non-European society (early Islamic, Mayan or Benin)

### Ratio and proportion

- Solve problems involving: relative sizes of two quantities; percentages; similar shapes; unequal sharing and grouping

### Algebra

- Use simple formulae
- Generate and describe linear number sequences
- Express missing number problems algebraically
- Find pairs of numbers that satisfy an equation with two unknowns
- Enumerate possibilities of combinations of two variables

### Measurement

- Use a range of measures and conversions, using decimals up to three dp
- Convert between miles and kilometres
- Know that shapes with the same area can have different perimeters and vice versa
- Use area and volume formulae
- Calculate area of triangles and parallelograms
- Calculate, estimate and compare volumes of cubes and cuboids

### Geometry

- Draw 2D shapes given dimensions and angles
- Describe and build simple 3D shapes
- Classify shapes by properties
- Understand circle terminology
- Know and use angle rules to find unknown angles
- Describe positions on full coordinate grid
- Translate and reflect shapes using all four quadrants

### Statistics

- Use pie charts and line graphs to solve problems
- Calculate mean averages