



St Mary's

Catholic Primary School and Nursery

Classroom Monitor Objective Overview

Year 6 - Autumn 1

Living Things & habitats, Animals, including humans and Ancient Egypt

Trip: Residential visit to Robin Wood- Adventurous activities

English - Reading Word Reading	<ul style="list-style-type: none"> • Read aloud and understand the meaning of new words they meet.
English - Reading Comprehension	<ul style="list-style-type: none"> • Read poems aloud and perform; communicating clear meaning to an audience. • Use a range of strategies to understand books they read. • Predict what might happen from details stated and implied. • Draw inferences and justify with evidence.
English- Spoken language	<p>At a level appropriate to Year 6:</p> <ul style="list-style-type: none"> • Ask relevant questions to extend their understanding and knowledge. • Participate in discussions, presentations, performances, role play, improvisations and debates. • Use relevant strategies to build their vocabulary.
English - Handwriting	<ul style="list-style-type: none"> • Ensure appropriate handwriting.
English - Writing Spelling	<ul style="list-style-type: none"> • Use further prefixes and suffixes. • Use a thesaurus. • Convert nouns or adjectives into verbs using suffixes.
English - Writing Composition	<ul style="list-style-type: none"> • Select appropriate form for precise audience and purpose. • Increase effectiveness of narrative writing. • Use a wide range of devices to build cohesion within and across paragraphs. • Use further organisational and presentational devices.
English - Writing VGP	<ul style="list-style-type: none"> • Use modal verbs or adverbs. • Use devices to build cohesion. • Use expanded noun phrases
Mathematics Number – Number and Place Value	<ul style="list-style-type: none"> • Understand and use place value up to 10,000,000 • Use negative numbers in context and calculate intervals across zero.
Mathematics Addition, subtraction, multiplication and division	<ul style="list-style-type: none"> • Solve multi-step addition and subtraction problems in contexts. • Use formal long multiplication, to multiply up to 4 digits by 2 digits. • Use formal short and long division to divide up to 4 digits by 2 digits and interpret remainders. • Perform mental calculations, including with mixed operations and large numbers.
Science Living things and their habitats Animals including humans	<ul style="list-style-type: none"> • Describe how and why living things are classified into broad groups. • Identify and name main parts of human circulatory system and describe their function.
<u>Working scientifically</u>	<ul style="list-style-type: none"> • Report and present findings from enquiries.
<u>History</u>	<ul style="list-style-type: none"> • Examine artefacts and explain what they show us about that time in history. • Place events, people and changes into correct periods of time and chronological order. • Use and understand abstract terms such as empire, civilisation, parliaments and peasantry.



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<u>Geography</u>	<ul style="list-style-type: none">• Locate the world's continents/countries• Locate the Tropics of Capricorn and Cancer, the Greenwich Meridian and time zones.• Use digital/computer mapping to locate places in the KS2 PoS.
<u>Design and Technology</u> Food	<ul style="list-style-type: none">• Select the appropriate tools to follow a given recipe to make a savoury dish.• Estimate amounts of ingredients to an appropriate level of accuracy.
<u>Art & Design</u>	<ul style="list-style-type: none">• Replicate images by well-known artists.• Use pastel/charcoal with increasing control and perception of distance.
<u>Music</u>	<ul style="list-style-type: none">• Compare pieces thinking about texture, structure, timbre and dynamics.• Sing expressively combining dynamics, tempo and pitch
<u>Computing</u> <u>Unit 6.1</u>	<ul style="list-style-type: none">• Solve problems in writing programs by decomposing them into smaller parts.• Use selection and repetition in programs.• Explain how some simple algorithms work and detect and correct errors in them.• Combine a variety of software to accomplish given goals on a range of digital devices.
<u>PE</u> Outdoor: Hockey Indoor: Dance	<ul style="list-style-type: none">• In a game, select the most appropriate person to pass to and the style of pass to use.• Hit a ball into space to help increase score within a game.• Dribble a ball in different directions and avoid obstacles.• Help other members of team to find space within a team game.• Use a range of attacking and defending skills when playing a team game. • Perform longer routines to portray a particular mood or style.• Perform longer routines from memory adding expression and extension to movements.• Explore different styles of dance and develop short routines in those styles.



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<u>Classroom Monitor Objective Overview</u> <u>Year 6 - Autumn 2</u> Living Things & habitats, Animals, including humans and Ancient Egypt. Curriculum Day: Science	
<u>English - Reading</u> Word Reading	<ul style="list-style-type: none"> • Read aloud and understand the meaning of new words they meet.
<u>English - Reading</u> Comprehension	<ul style="list-style-type: none"> • Continue to read and discuss an increasingly wide range of texts for a range of purposes. • Retrieve and summarise information from texts identifying key details • Discuss and evaluate how authors use language • Distinguish between fact and opinion
<u>English-</u> Spoken language	At a level appropriate to Year 6: <ul style="list-style-type: none"> • Listen and respond appropriately to adults and their peers. • Select and use appropriate registers for effective communication. • Speak audibly and fluently with an increasing command of standard English.
<u>English -</u> Handwriting	<ul style="list-style-type: none"> • Ensure appropriate handwriting.
<u>English - Writing</u> Spelling	<ul style="list-style-type: none"> • Use further prefixes and suffixes. • Use arrange of strategies to spell accurately.
<u>English - Writing</u> Composition	<ul style="list-style-type: none"> • Ensure effectiveness of writing in terms of impact and suitability for audience and purpose. • Note and develop initial ideas for writing. • Use a wide range of devices to build cohesion within and across paragraphs. • Choose grammar and vocabulary deliberately to change and enhance meaning.
<u>English - Writing</u> VGP	<ul style="list-style-type: none"> • Use passive verbs • Use formal vocabulary and structures including subjunctive verbs. • Use advanced punctuation.
<u>Mathematics</u> Number – Four Operations	<ul style="list-style-type: none"> • Identify common factors, common multiples and prime numbers • Use the order of operations to carry out calculations •
<u>Mathematics</u> Fractions	<ul style="list-style-type: none"> • Comparing and ordering fractions • Add and subtract fractions with different denominators and mixed numbers • Multiply simple pairs of proper fractions • Divide proper fractions by whole numbers
<u>Mathematics</u> Geometry - position and direction	<ul style="list-style-type: none"> • Draw and translate shapes on the coordinate plane
<u>Science</u> Living things and their habitats Animals including humans	<ul style="list-style-type: none"> • Recognise impact of diet, exercise, drugs and lifestyle on the way bodies function. • Describe how nutrients and water are transported within animals, including humans.



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<u>Working scientifically</u>	<ul style="list-style-type: none">• Plan scientific enquiries to answer questions, controlling variables where necessary.• Identify scientific evidence that has been used to support or refute ideas or arguments.
<u>History</u>	<ul style="list-style-type: none">• Suggest reasons for conflicting historical accounts (Egypt)• Identify and describe changes within and between different period in history (Egypt)
<u>Geography</u>	<ul style="list-style-type: none">• To use photographs and measurements to create an accurate map of an area (Egypt)• To explore and explain topical geographical issues over time (Egypt)
<u>Design and Technology</u>	<ul style="list-style-type: none">• Understand how different foods are produced in different areas of the world.• Understand what different affects food types have on the body
<u>Art & Design</u>	<ul style="list-style-type: none">• Replicate images by well-known artists.• Use pastel/charcoal with increasing control and perception of distance.
<u>Music</u>	<ul style="list-style-type: none">• Compose a soundscape
<u>Computing</u> <u>Unit 6.3</u> <u>Spreadsheets</u>	<ul style="list-style-type: none">• Combine a variety of software to accomplish given goals on a range of digital devices• Design and create systems that accomplish given goals• Analyse and evaluate information and data
<u>PE</u> Outdoor: <u>Orienteering</u> Indoor: <u>Gymnastics</u>	<ul style="list-style-type: none">• Plan a simple orienteering trial for others to complete• Read a wide variety of map symbols and use a compass when following a given route. Plan ideas of how to solve a problem before attempting it.• Decide if verbal or non-verbal communication is the most effective choice when solving problems. Take the lead within a group challenge and give clear instructions to others.• Evaluate own and the team's performance and suggest improvements• Perform actions in and out of rolls.• Lead others in a stretching routine to prepare for gymnastics. Perform a range of balances with a high level of control and accuracy.• Hold different positions when balancing and use different shapes to express a given theme/mood. Create sequences that have changes of speed and level.• Select the most appropriate ways to travel from one balance to another.