

**Endeavour Curriculum Plan for Year 6 - Key Stage 2  
2024 – 2025**

	<b>Term 1</b>	<b>Term 2</b>	<b>Term 3</b>	<b>Term 4</b>	<b>Term 5</b>	<b>Term 6</b>
<b>English</b>	<p><b>Kensuke's Kingdom</b> Narrative Biographies Leaflets Non chronological reports</p> <p><b>Picture/short books – The Phone Booth in Mr Hirota's Garden</b></p>	<p><b>War Horse</b> Narrative Explanations Recipes &amp; Instructions</p> <p><b>Poetry – War Poems</b></p> <p><b>Picture/short books - Rose Blanche The Harmonica</b></p>	<p><b>Holes – Louis Sacher</b> Narrative Recounts Letters/Diaries Information text</p> <p><b>Poetry – The Highwayman</b></p> <p><b>Picture/short books - The Rabbits</b></p>	<p><b>Picture/short books - The Promise</b></p> <p><b>Mid-Summer Night's Dream</b></p> <p><b>Poetry – Figurative language. Personification, Similes and metaphors</b></p>	<p><b>Wind Rush Child – Benjamin Zephaniah</b> News Recounts Non chronological reports Balanced Argument <b>Poetry – Benjamin Zephaniah Poetry</b> <b>Picture/short books – Granny Came Here on the Empire Windrush</b></p>	<p><b>The Alchemist's Letter Rock, Paper, Scissors Alma</b></p> <p><b>Poetry – Sport</b></p> <p><b>Picture/short books – The Golden Cage</b></p>
<b>Maths</b>	<p><b>Place Value/Addition, Subtraction, Multiplication/Division/Fractions, Decimals &amp; Percentages/ Ratio, Proportion &amp; Algebra/Measure/Money/Time/Properties of shape/Angles/Position &amp; Direction/Handling Data– these areas will be covered throughout the terms. Arithmetic – Weekly</b></p>					
<b>Science</b>	<p><b>Light</b> Learn about how light travels &amp; how we see things. Explore sources of light, shadows and light, how our eyes see, reflecting light, refraction and the colour spectrum</p>	<p><b>Healthy Bodies</b> Learn about how to keep your body healthy by learning about nutrition, the importance of exercise, your heart and more. Investigate how water and nutrients are transported in the circulatory system and recognise the impact of diet, exercise, drugs and lifestyle on how your body functions.</p>	<p><b>All Living Things &amp; Their Habitats – Classification</b> Describe how living things are classified based upon similarities &amp; differences</p>	<p><b>Evolution and Inheritance</b> Recognise how living things have changed over time &amp; that living things produce offspring of the same kind. Identify how animals &amp; plants adapt to their environments</p>	<p><b>Electricity – Creating Circuits</b> Construct simple series circuits, to answer questions about what happens when different components, for example, switches, bulbs, buzzers and motors are used. Learn how to represent a simple circuit in a diagram using recognised symbols.</p>	

<b>History</b>	<b>Britain at War</b> <b>WW1</b> Identifying what happened in the outbreak of war. Explore <ul style="list-style-type: none"> <li>Trench warfare and letters home.</li> <li>Use of animals in the war.</li> </ul> <b>World War Two</b> Explore <ul style="list-style-type: none"> <li>Evacuation. What happened during the Blitz?</li> <li>Rationing faced by children throughout the war.</li> <li>Propaganda and how this could give different interpretations of events within the war.</li> <li>Who Anne Frank was</li> <li>Key dates and events within World War 2</li> </ul>		<b>Crime &amp; Punishment Through the Ages</b> A journey through British history to explore how crime and punishment has changed throughout the ages.		<b>Modern Britain (since 1945)</b> <ul style="list-style-type: none"> <li>Migration – should everyone be able to live where they like? Reasons for migration – why do people move? Focus on post war migration – people left UK for Australia, Canada etc. Windrush generation arrived in the UK post war. Look at refugees and why they have fled.</li> <li>Technological advances</li> <li>Changes in society and attitudes</li> </ul>	
<b>Geography</b>	<b>Extreme Earth - An introduction to the wilder side of the world</b> Find out all about the Earth's extremes, from raging tropical storms and erupting volcanoes to violent bone-shaking earthquakes and terrifying towering tsunamis. Explore how these extremes affect people, communities and landscapes around the world.		<b>Country study: USA</b> Voyage across the Atlantic to discover the continent of North America and all its amazing countries, cities and landscapes. Identify the 23 countries of North America, from the vast lands of the USA and Canada down through Central America and on to the Caribbean islands. Explore the various geographical (physical and human) features of different areas of North America and compare them with the local area.		<b>Empires and the Commonwealth</b> How have countries changed over time? Who do they 'belong' to? Impact of wars on borders and countries. Empires and Kingdoms – what are they? Which countries are in the Commonwealth? Map coordinates on a world scale Is it right that people colonise other countries? Who has a say in how countries are ruled? Impact of EU.	
<b>RE</b>	<b>Islam – Beliefs and Practices</b> What is the best way for a Muslim to show commitment to God?	<b>Christianity - Christmas</b> Is the Christmas story true?	<b>Christianity – 2b.2</b> Creation & Science: Conflicting or Complementary .	<b>Christianity – 2b.7</b> What difference does the Resurrection make for Christians?	<b>Islam – Beliefs and moral values</b> Does belief in Akhirah (life after death) help Muslims lead good lives?	<b>Christianity – 2b.3</b> How can following God bring freedom and justice?
<b>PSHE (Coram Life)</b>	<b>Me &amp; My Relationships</b> Assertiveness – bystander behaviour Co-operation (negotiation and compromise) Safe and unsafe touches	<b>Valuing Differences</b> Recognising and reflecting on prejudice-based bullying Understanding bystander behaviour	<b>Keeping Myself Safe</b> Emotional needs Staying safe online (sharing images) Drugs : norm and risks (including the law)	<b>Rights &amp; Responsibilities</b> Understanding media bias including social media Caring: communities and the environment Earning and saving money	<b>Being My Best</b> Aspirations and goal setting Managing risks (emotional and physical)	<b>Growing &amp; Changing</b> Keeping safe/ sharing secrets Body image (puberty) Self-esteem (feeling good about myself)
<b>Art</b>	<b>2D Drawing to 3D Making</b> Explore how 2D drawings can be transformed to 3D objects. Work towards a sculptural outcome or a graphic design outcome.		<b>Activism</b> Explore how artists use their skills to speak on behalf of communities. Make art about things you care about.		<b>Brave Colour</b> Exploring how artists use light, form and colour to create immersive environments.	

<b>DT</b>	<b>Kaleidoscope</b> – design & make a light-based toy	<b>Food Technology - The Great Class Bake-off</b> Explore some War Time and Christmas bakes, prepare & cook a variety of bakes using a range of cooking techniques.	<b>Fashion and Textiles</b> Develop and use their knowledge of, and skills in, a variety of sewing techniques for joining and decorating fabric in order to design and make their very own bag.		<b>More Complex Switches</b> Apply knowledge of electrical circuits to design and make a steady hand game. This involves preparing a suitable housing for the circuitry, assembling the circuit and producing a wand and maze layout for the game.	
<b>Music Sing Up</b>	<b>Ukuleles</b>	<b>Keep the Home Fires Burning</b> or <b>Hey Mr Miller</b>	<b>You to me are everything</b>	<b>Exploring identity through song</b>	<b>Percussion - Calypso solèy levé</b>	<b>Nobody Knows</b>
<b>Computing</b>	<b>Computing systems and networks-systems and searching</b> To understand computer systems To know how technology has changed across time. To search effectively To understand how search engines work	<b>Data and information-spreadsheets</b> To know what a spreadsheet is To use formulae To present data	<b>Creating media-webpage creation</b> To know what makes a good website To design a good website To make links to websites responsibly	<b>Creating media-vector graphics</b> To use drawing tools to create images To use layers and objects To manipulate objects	<b>Programming</b> To combine components with conditions To draw designs To write and test algorithms	<b>Programming-variables</b> To understand variables in a game To improve a game To design a game
<b>PE</b>	<b>Football/Netball</b>	<b>Hockey/Badminton</b>	<b>Rugby/Dance</b>	<b>Gymnastics/Agility</b>	<b>Cricket/Tennis</b>	<b>Athletics/Rounders</b>
<b>French</b>	<b>Let's Visit a French Town</b>	<b>Let's Go Shopping</b>	<b>This is France</b>	<b>All in a Day</b>	<b>Our precious Planet</b>	