

These are some of the activities that may be covered by Year 6 this term:

Mathematics

- Statistics
- Revision of topics already covered
- Maths skills in everyday situations e.g. planning, costing of a project to raise money for charity (Enterprise)
- Maths investigations

French

- My Community/Members of my Family
- Using colours to describe appearance
- Ordering Food/Shopping for food
- At the market
- Dates and times

English

- Continue the work on the Writing Checklist
- Revision of spelling rules
- Revision of punctuation and grammar work
- Fiction genres – Suspense stories, Character Descriptions
- Non-fiction genres – Discussions and Explanations
- Drama through end of term production

History

- Personal History
- Continue with study of major periods studied across KS2
- Identify significant people and events and explain their impact.
- Analyse artefacts and sources critically, recognising bias.
- Explain how earlier civilisations and periods shaped modern Britain

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Art

- Studying aboriginal art
- Making artwork to depict a story or timeline of personal history.

Science

- Evolution and inheritance – how living things have changed over time
- Impact of Charles Darwin on the Theory of Evolution
- How animals and plants adapt to their environments

RE

- Continue Human and Social Sciences: How do beliefs shape identity for Muslims?
- Theology: What do Christians and Hindus believe happens when you die?

Geography

- Comparative study of physical and human characteristics of the UK, France and China

Music

- Choir
- Performance skills will be developed through the end of year productions.

PE

- Develop rounders skills through focused skills tasks and games
- Develop cricket skills through focused tasks and games
- Athletic skills will be taught to include: running starts, technique, finishing and pace; relay changeovers; standing long jump technique; throwing over arm and throwing accurately

PSHEE

- Rights and Respect: Understanding media bias, communities and environment, Earning and saving money
- Being my Best: Aspiration and goal setting
- Relationship and sex education

DT

Design, make and evaluate a functional electrical product that responds automatically to its environment using a switch

Computing

- Variables in games using Scratch
- Creating a programme on a controllable device
- Self-image and identity
- Online reputation