Year planner: Year 6 2026/27

	Science	ICT	R. E	History/Geography	Art/ D&T	P. E
Autumn 1	**Evolution and Inheritance** What is adaptation? How do we inherit characteristics? What is in a cell? What is DNA? Who is Charles Darwin? What is the theory of evolution?	**Communication** How to search effectively and how search engines work.	Is it better to express your beliefs in arts and architecture orin charity and generosity?	**Climate Zones** Identifying lines of latitude and the locationof climate zones. Comparing climate zones and characteristics; weather patterns which accompany. Write a weather forecast. **ODDIZZI**	**Art** **Activism** Explore how artists use their skills to speak on behalf of communities. Make art about things you care about	Tag Rugby
Autumn 2	**Animals including Humans** The circulatory system, transporting nutrients and healthy living.	**Spreadsheets** An Introduction to spreadsheets and developing key skills such as organising data, creating data sets, formatting data and using formulae.	What difference does it make to believe in Ahimsa (harmlessness), grace and Ummah (Community)?	**Crime and Punishment** A study in to how things have changed (and have stayed roughly the same) over a long period of 1000 years. Considering the question: what should we do to punish and then prevent crime?	**Art** **2D Drawing to 3D Making** Explore how 2D drawings can be transformed to 3D objects. Work towards a sculptural outcome or a graphic design outcome.	Indoor Athletics
Spring 1	**Living Things** Microorganisms Classifying microorganisms , the Linnaean System	**Web Design** Creating a website for a chosen purpose, identifying what makes a good web page and using this information to design and evaluate their own website.	What matters most to Christians and Humanists?	**North America** Where is North America and what is it like? Locate the USA and explain its name. Humanand physical geography of the Rockies. Investigate features of aUS state. **ODDIZZI**	**Design & Technology** Structures – Designing and Making Playgrounds	Volleyball Gymnastics
Spring 2	**Electricity** How has our understanding changed over time?	**3D Modelling** Utilising software such as Tinkercad to create 3D models, exploring 3D space, applying scale, real world needs	**Easter** Good Friday/ Resurrection	**Mayan Civilisation** The life of the Mayans, their beliefs, how they developed their cultureand how we have learned from their way oflife.	**Design and Technology** Electricity – Designing and Making a Steady Hand Game	Tennis Netball

	Conducting and recording scientific enquiry.			.		
Summer1		**Variables in Games** Using Scratch, to design and create a game project whichuses variables in multiple ways	What can be done to reduce racism? Can religion help?	**Local Area and Region Mapping Skills** What is an OS map? How do I use OS maps? Use scale to measure distance. Follow a short route on an OS map. Describe the features of an OS map.	**Art** **Take a Seat** Explore how craftspeople and designers bring personality to their work.	Dance Orienteering
Summer 2	**Light** Examine practically how light travels. Understand refraction. What is a prism?	**Physical computing - sensing** Final KS2 programming unit bringing together elements of all the four programming constructs. Opportunity to use all of these constructs in a different, but still familiar environment whilst also utilising a physical device - the Micro: Bit	How does religion help when life getshard?	**Black and British** Studying how being Black and British is an important part of British history. Looking back over 2000 years of British history to see that black people played a varying part in British life, but were always present.		Cricket Swimming