



# Bentley Heath CE Primary School

## Science and Foundation Curriculum Overview



### Year Six

	Science	RE	History	Geography	Art & Design	D & T	Music	PSHE	PE	Computing	MfL
Autumn	Light and perception	Humanism; freedom of expression (other religions, humanism, Christianity, Islam)		Extreme weather		Structures: Playgrounds  Mechanism s: Automata toy	Sing: Swing Songs  Sing: Touch the Sky – Folk Music	Being me in my world; social responsibility	Gymnastics  Cross Country	CS - coding	Places in a French town; where you live
	Classification of species	Christ the King (Christianity)	The Shang Dynasty of Ancient China		Photography – composition, colour, light, underlying messages		Listen: Lindsey Stirling  Compose: Creating their own pieces	Celebrating difference; conflict vs celebration	Floor Work  Athletics	DL – e-safety  IT - spreadsheets	Shops and shopping
Spring	Evolution and Inheritance	Cleansing of sin (Hinduism, Christianity)		Fairtrade		Food: Three Course Meal	Sing: Dona Nobis Pacem  Listen: The Real Thing	Dreams and goals; global citizenship	Athletics  Dynamic Balance	IT – blogging  CS – networks	Famous people and places in France
	Evolution and Inheritance	The Christian Calendar - Easter	The British Empire		Make my Voice heard; Picasso, Kollwitz–graffiti, drawing, painting, sculpture		Compose: Rhythmic Awareness  Sing: R'n'B	Healthy Me; substance use and misuse	Dance  Tag Rugby	CS – text adventures	Time; 24 hour clock; 5 minute intervals, schedules
Summer	Electricity and circuits	Agape (Christianity)		Mountains		Electrical Systems: Steady Had Game  Textiles: Waistcoats	Sing: Ame Sau Vala Tara Bal	Relationships (RSE focus); power dynamics	Stance and Footwork  Tennis	IT – creating quizzes	Conversational phrases
	Circulation and lifestyles	Prophethood (Islam)	Ancient Greece – The Trojan War		Still life – charcoal, erasers, paint		Compose: Ternary form  Sing: 'Nobody Knows' – lyrical ballad	Changing Me (RSE focus); conception through to birth	Coordination and Agility  Rounders	CS – understanding binary	Written project