Brindishe Federation Year 6 curriculum overview 2023—2024

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Links	DT and history, computing and PSHME	DT and history	Art and geography, science and DT		Geography and science	R.E. and PSHME
Art	Exploring identity Using layers and juxtaposition to create artwork which explores identity.		Activism Make art about things that are cared about.		2D to 3D drawing How can 2D drawings be turned into 3D objects.	
Music	Happy Pop/Motown	Classroom Jazz 2 Jazz, Latin, Blues	Benjamin Britten – a New Year Carol Western classical music, gospel, Bhangra	You've got a friend The Music of Carole King	Music and Me Contemporary, music and identity	Reflect, rewind and reply Western classical music
History	World War II Battle of Britain	World War II Effect on local area				Meanwhile, elsewhere – independent project
Geography			Climate Change	Fair Trade	Britain's National Parks	
R.E.	Buddhism 3 Following the Buddha's teaching Buddhist temple visit	Judaism 3 Abraham	Buddhism 4 The Buddhist community worldwide	The journey of Life and Death unit Mosque visit	Judaism 4 Prayer and worship of G-d	Understanding faith and beliefs in Lewisham A range of visits and visitors.
PE	Tri-golf Team building games (Use Y1 and 2 resources)	Netball Dance	Football Yoga	Rugby Gymnastics	Cricket Athletics	Tennis Dance
PSHME	Media literacy and digi- tal resilience	Safe relationships Being safe	Respecting ourselves and others	Physical and mental wellbeing	Growing and changing	Families and friendships
Science	Animals including hu- mans – circulatory system	Light	Electricity	Living things and their habitats - classification	Evolution and inher- itance	Science catch-up as working scientifically happens through- out the year.
Computing	Computer systems and networks Internet communication	Creating Media Webpage creation	Programming A Variables in games	Data and information Introduction to spreadsheets	Creating media 3D modelling	Programming B Sensing
Design and technology	Structures Shelters		Mechanisms Using electricity to make a model move		Cooking 2 course meal	