

	History	Science	Art and Design	Design Technology	Computing
Programme of Study	<p>Study an aspect or theme in British history that extends pupils' chronological knowledge beyond 1066.</p>	<p>Use test results to make predictions to set up further comparative and fair tests.</p> <p>Report and present findings from enquiries, including conclusions, causal relationships and explanations of and degree of trust in results, in oral and written forms such as displays and other presentations.</p> <p>Identify scientific evidence that has been used to support or refute ideas or arguments.</p> <p>Describe the life process of reproduction in some plants and animals.</p> <p>Describe the changes as humans develop to old age.</p> <p>Know key facts about puberty and the changing adolescent body, particularly from age 9 through to age 11, including physical and emotional changes.</p> <p>Recognise that living things have changed over time and that fossils provide information about living things that inhabited the Earth millions of years ago.</p> <p>Record data and results of increasing complexity using scientific diagrams and labels, classification keys, tables, scatter graphs, bar and line graphs.</p> <p>Plan different types of scientific enquiries to answer questions, including recognising and controlling variables where necessary.</p>	<p>Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).</p> <p>Learn about great artists, architects and designers in history.</p> <p>Become proficient in drawing, painting, sculpture and other art, craft and design techniques.</p>	<p>Select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities.</p>	<p>Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.</p>

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Year 6 Learning Intention (skills)	<p>Debate the significance of a historical person, event, discovery or invention in British history</p>	<p>Explain that living things have changed over time, using specific examples and evidence</p> <p>Report on and validate their findings, answer questions and justify their methods, opinions and conclusions, and use their results to suggest improvements to their methodology, separate facts from opinions, pose further questions and make predictions for what they might observe.</p> <p>Choose an appropriate approach to recording accurate results, including scientific diagrams, labels, timelines, classification keys, tables, models and graphs (bar, line and scatter), linking to mathematical knowledge</p> <p>Report on and validate their findings, answer questions and justify their methods, opinions and conclusions, and use their results to suggest improvements to their methodology, separate facts from opinions, pose further questions and make predictions for what they might observe.</p> <p>Explain that living things have changed over time, using specific examples and evidence</p> <p>Plan and carry out a range of enquiries, including writing methods, identifying and controlling variables, deciding on equipment and data to collect and making predictions based on prior knowledge and understanding.</p>	<p>Create innovative art that has personal, historic or conceptual meaning.</p> <p>Explain the significance of different artworks from a range of times and cultures and use elements of these to create their own artworks.</p> <p>Use distortion, abstraction and exaggeration to create interesting effects in portraiture or figure drawing.</p> <p>Create innovative art that has personal, historic or conceptual meaning.</p>	<p>Choose the best materials for a task, showing an understanding of their working characteristics.</p>	<p>Select, use and combine a variety of software, including internet services, to meet a goal.</p> <p>Plan data handling investigations and use the outcomes from data collection to show the findings.</p> <p>Identify how a new piece of software or an app can increase creativity.</p>

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Year 6 Knowledge	<p>Significant people, events, discoveries or inventions can affect many people over time. Examples include the invasion of a country; transfer of power; improvements in healthcare; advancements in technologies or exploration.</p>	<p>The results are information, such as measurements or observations, that have been collected during an investigation. A conclusion is an explanation of what has been discovered, using correct, precise terminology and collected evidence.</p> <p>Scientists compare fossilised remains from the past to living species that exist today to hypothesise how living things have evolved over time. Humans and apes share a common ancestry and evidence for this comes from fossil discoveries and genetic comparison.</p> <p>Data can be recorded and displayed in different ways, including tables, bar and line charts, scatter graphs, classification keys and labelled diagrams</p> <p>A method is a set of clear instructions for how to carry out a scientific investigation, including what equipment to use and observations to make. A variable is something that can be changed during a fair test. A prediction is a statement about what might happen in an investigation based on some prior knowledge or understanding.</p>	<p>In conceptual art, the idea or concept behind a piece of art is more important than the look of the final piece.</p> <p>Works of art can be significant for many reasons. For example, they are created by key artists of an artistic movement; have influenced other artists; have a new or unique concept or technique or have a famous or important subject.</p> <p>In art, distortion is an alteration to an original shape, abstraction refers to art that doesn't depict the world realistically and exaggeration is the depiction of something that is larger than in real life.</p>	<p>It is important to understand the characteristics of different materials to select the most appropriate material for a purpose. This might include flexibility, waterproofing, texture, colour, cost and availability.</p>	<p>A variety of software, such as word processing software, image editing software or internet services, can be selected, used and combined to meet a goal.</p> <p>Data handling includes databases, graphs, charts and tables. These can be used to present the findings of investigations.</p> <p>Some software or apps are designed to help increase creativity by saving time or making tasks easier, such as being able to combine text, images, audio or video content into one place.</p>