



Curriculum Overview – Y7

Subject	Term 1	Term 2	Term 3
Maths	<ul style="list-style-type: none"> • Whole numbers and decimals (Number) • Measures, perimeter and area (Geometry and measures) • Expressions and formulae (Algebra) • Fractions, decimals and percentages (Number) • Angles and 2D shapes (Geometry and measures) • Graphs (Algebra) 	<ul style="list-style-type: none"> • Whole number calculations (Number) • Statistics (Statistics and probability) • Transformations and symmetry (Geometry and measures) • Equations (Algebra) • Factors and multiples (Number) • Constructions and 3D shapes (Geometry and measures) 	<ul style="list-style-type: none"> • Sequences (Algebra) • Decimal calculations (Number) • Ratio and proportion (Ratio and proportion) • Probability (Statistics and probability) • Everyday maths (Real life maths)
English	<ul style="list-style-type: none"> • Settling in time and Baseline testing (1 week) • PIXL scheme: Adventures In English (Text types) • Gothic fiction and teach writing skills (to describe, inform etc) 	<ul style="list-style-type: none"> • Millions SOW (Reading focus and skills) • Shakespeare’s Twelfth night 	<ul style="list-style-type: none"> • Two weeks with the Queen (Teaching skills for a play and preparation for GCSE drama text) • Poetry taster (from GCSE Cluster Love and relationships) 2 weeks
Science	<ul style="list-style-type: none"> • Particles and Energy transfers • Cells and Reproduction • Atoms and Compounds1 • Forces and their Effects • Variation and Classification • Mixtures and Separating • Ecology and Physiology • Chemical Reactions • Using Energy and Electricity <p>These topics will be covered over the course of the year. Students rotate topics based on teaching groups</p>		
MFL	Introducing Myself: <ul style="list-style-type: none"> • Greetings • Numbers • Dates • Family Members • Personal ID – personality/description • Colours • Body and Illness 	Home and Town: <ul style="list-style-type: none"> • House • Bedroom • Jobs and activities at home • Town • Directions • Weather 	Daily Routine: <ul style="list-style-type: none"> • School • Daily Routine • Time • Hobbies • Music • Going Out • Food And Drink

Geography	<p>Map Skills:</p> <ul style="list-style-type: none"> • Interpreting OS maps and their symbols • Locating places using 4 four-figure and 6-figure grid references <p>Exploring Britain and Europe:</p> <ul style="list-style-type: none"> • Our connections with the rest of Britain • Britain's links to Europe 	<p>Exploring the World with a focus on Asia:</p> <ul style="list-style-type: none"> • Locating continents and countries • Comparing high income countries with low income Countries <p>Rivers and flooding</p> <ul style="list-style-type: none"> • How are rivers formed? • Methods to prevent flooding 	<p>Ecosystems:</p> <ul style="list-style-type: none"> • How do living organisms live with the non-living components of their environment? <p>Sustainable living and settlements:</p> <ul style="list-style-type: none"> • How can we better look after our environment to slow-down climate change?
History	<ul style="list-style-type: none"> • Mystery of the Skeletons – Maiden Castle • 1066 – Norman Invasion of England • William the Conquerors England 	<ul style="list-style-type: none"> • Life in Medieval England Part 1 – everyday life • Life in Medieval England Part 2 – Change and Continuity across time 	<ul style="list-style-type: none"> • Black Death Peasants Revolt • Renaissance and Reformation
RE & Citizenship	<ul style="list-style-type: none"> • Introduction to RE • Human Rights 	<ul style="list-style-type: none"> • Leaders in Religion • The Life and Teachings of Prophet Muhammad • Why are the Incarnation and Resurrection of Jesus important today? 	<ul style="list-style-type: none"> • Migration and the Refugee Crisis
Design Technology – Food	<ul style="list-style-type: none"> • Nutrition, Hygiene and basic principles e.g. Knife skills. Preparing salads, pastries, dough. 		
Design Technology – Resistant Materials	<ul style="list-style-type: none"> • Introduction to the workshop • Health & Safety and machinery • Woodworking skills, joining, wasting and forming 		
Design Technology - Textiles	<ul style="list-style-type: none"> • Soft toys: Designing a Gruesli monster toy and learning hand sewing techniques 		
PE	<ul style="list-style-type: none"> • Fitness • Football • Basketball • Trampolining • Table tennis 	<ul style="list-style-type: none"> • Dance • Badminton • Gymnastics • Athletics • Handball 	<ul style="list-style-type: none"> • Athletics • Striking games (cricket, rounders, softball)
Computing	<p>Online Safety Comic</p> <ul style="list-style-type: none"> • Online safety risks • How to report concerns 	<p>Ethics and Law</p> <ul style="list-style-type: none"> • Intellectual property • Misuse of computers 	<p>Game Creation (Kodu)</p> <ul style="list-style-type: none"> • Decomposition • Events

	<ul style="list-style-type: none"> • Keeping our details safe • Password security • Factors affecting image quality – watermarks and resolution <p>Programming with Flowol</p> <ul style="list-style-type: none"> • Flowchart symbols • Flow control (sequence, selection, iteration) • Variables • Input and Output 	<ul style="list-style-type: none"> • Big data and Big Brother <p>Image Editing and Representation</p> <ul style="list-style-type: none"> • Pixels and resolution • Binary • Image representation in Binary <p>Layers in images and transparency</p>	<ul style="list-style-type: none"> • Predicate statements (if, then) • Logic • variables
Art	<p>Basic Skills:</p> <ul style="list-style-type: none"> • Use of ruler and compass • Colour theory • Colour mixing – primary, secondary and tertiary colours. Tones, tints and shades • Drawing techniques – Pressure, Line, tone and colour <p>Observational Drawing:</p> <ul style="list-style-type: none"> • Freehand sketching skills based around simple shapes • The effect of light on 3D objects 	<p>Perspective:</p> <ul style="list-style-type: none"> • Renaissance artwork • The use of vanishing points to create the illusion of three dimensions and depth • The use of one and two-point perspective to underpin freehand drawing 	<p>Portraiture:</p> <ul style="list-style-type: none"> • The proportions of the face • Drawing the features • Shading and gradients
Drama	<p>Introduction to Drama - Sweeney Todd:</p> <ul style="list-style-type: none"> • Narrative • Characterisation • Structure • Movement and Mime • Control • Focus • Style • Form 	<p>Commedia Dell Arte:</p> <ul style="list-style-type: none"> • Historical • Focus • Movement • Reaction • Rhythm <p>Darkwood Manor</p> <ul style="list-style-type: none"> • Characterisation • Cross Cutting • Building tension and suspense 	<p>The Plague / Introduction to Script:</p> <ul style="list-style-type: none"> • Historical • Documentary style performance • Narrative • Script based <p>Greek Theatre</p> <ul style="list-style-type: none"> • Sophocles • Chorus • Script based • History of Theatre
Music	<ul style="list-style-type: none"> • Musical Elements/Keyboard Skills • Classical tunes 	<ul style="list-style-type: none"> • World Music (Gamelan/African Drumming) 	<ul style="list-style-type: none"> • Popular Music • Music for the Media • Jingles/Programme Music

