



Curriculum Overview – Y8

Subject	Term 1	Term 2	Term 3
Maths	<ul style="list-style-type: none"> • Whole numbers and decimals (Number) • Measure, perimeter and area (Geometry and measures) • Expressions and formulae (Algebra) • Fractions, decimals and percentages (Number) • Assessment • Angles (Geometry and measures) • Graphs (Algebra) 	<ul style="list-style-type: none"> • Decimal calculations (Number) • Statistics (Statistics and probability) • Transformations and scale (Geometry and measures) • Equations (Algebra) • Powers and roots (Number) • Constructions and Pythagoras (Geometry and measures) 	<ul style="list-style-type: none"> • Sequences (Algebra) • 3D shapes (Geometry and measures) • Ratio and proportion (Ratio and proportion) • Probability (Statistics and probability) • Everyday maths (Real life maths)
English	<ul style="list-style-type: none"> • Adventures In English (Reading+s&L) Culture poetry and AQA paper 1 Q3 Structure (4 weeks) • A Christmas Carol taster (kS3 Booklet text types writing skills) 	<ul style="list-style-type: none"> • Gothic Fiction • Shakespeare Macbeth focusing on writing PEE paragraphs and S&L 	<ul style="list-style-type: none"> • Building skills at KS3 for AQA Language paper 1 and 2 • Frankenstein Drama and S&L outcome • Exposure to 19th century literature focusing on children and the family • Stimulus: Dicken’s Great Expectations & Oliver Twist
Science	<ul style="list-style-type: none"> • Earth and Atmosphere • Photosynthesis • Electricity and Transformations • Respiration and Microbes • Metals and Earth Materials • Digestion • Solar System and Light • Waves • Using Energy <p>These topics will be covered over the course of the year. Students rotate to different teachers, depending on the teacher’s specialism</p>		
MFL	<ul style="list-style-type: none"> • Relationships: • Family • Healthy Living • Relationships • Clothes • 	<ul style="list-style-type: none"> • In my area: • Town • Weather • Holiday locations • Transport • Environment • French identity and culture 	<ul style="list-style-type: none"> • World of work: • Hobbies • School • Modern Technology • World of Work
Geography	<ul style="list-style-type: none"> • Weather and Climate • What is weather? • What is climate? 	<ul style="list-style-type: none"> • Population & Migration; The Rise and Rise of China • Population density and distribution 	<ul style="list-style-type: none"> • Climate change and tectonics • Extreme weather • Causes of climate change

	<ul style="list-style-type: none"> • Equipment to measure weather • Extreme Weather • Effects of extreme weather • 	<ul style="list-style-type: none"> • Population statistics analysis • China's population policy • Effects of population policies • 	<ul style="list-style-type: none"> • Effects of earthquakes and volcanoes •
History	<ul style="list-style-type: none"> • English Civil War 1642-1649 • 17th Century Scientific Revolution 	<ul style="list-style-type: none"> • Medieval African Civilisations • Transatlantic Slave Trade 	<ul style="list-style-type: none"> • Industrial Revolution • The British Empire • The Indian Mutiny 1857
Citizenship	<ul style="list-style-type: none"> • Fair Trade • Morals and ethics • Government policy 	<ul style="list-style-type: none"> • Endangered species • Morals and ethics 	<ul style="list-style-type: none"> • Endangered species • Morals and ethics
RE	<ul style="list-style-type: none"> • Indian Religions - Hinduism • Beliefs • Teachings • Morals • Worship 	<ul style="list-style-type: none"> • Indian Religions - Sikhism • Beliefs • Teachings • Morals • Worship 	<ul style="list-style-type: none"> • Endangered species • Morals and ethics
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)
Design Technology Food	<ul style="list-style-type: none"> • Food from other cultures: Japan, The Caribbean, Italy, Mexico. • Safe cooking of meat and oven top cooking 		
Design Technology Resistant Materials	<ul style="list-style-type: none"> • Developing the craft skills needed to produce a high quality wooden box. • Exploring how products have been designed and made in the past, how they are currently designed and made, and how they may develop in the future • Apply their knowledge and understanding of a range of materials, and technologies to design and make their products • Recognise and use Computer Aided Design and Computer Aided manufacturing 		
Design Technology Textiles	<ul style="list-style-type: none"> • Machine sewing /Denim Drawstring bags / designing for electronic product storage • Fabric properties • Construction Techniques (pockets, seams, casing, eyelets) 		
Computing	<ul style="list-style-type: none"> • Networking and Social Networks • Features of Social Networks • Online responsibility • Software and presentation skills • Textual Programming with BASIC 256 • Sequence 	<ul style="list-style-type: none"> • Textual programming continued • Working with sound • Representing sound • Compression of sound • Mixing sound • Creating an advert 	<ul style="list-style-type: none"> • Spreadsheets • Formatting • Calculating with formulae • Advanced formulae • Data analysis • Mobile Apps • Creating components

	<ul style="list-style-type: none"> • Selection • Variables and data types • Making an adventure game 		<ul style="list-style-type: none"> • Navigation systems • Multimedia • Creating calculations
Art	<ul style="list-style-type: none"> • Identity • Research Peter Blake portraits • Symbolism and composition • The work of Frida Kahlo • Self-portraiture • 	<ul style="list-style-type: none"> • Graphic Design - CD Cover • Design process – Research source material, explore the approach of others, experiment with ideas and materials, design, refine, produce final design, produce final version • Combining text and image • Adobe Photoshop skills • 	<ul style="list-style-type: none"> • Photoshop • Using OSX • Using selection tools • Copying, pasting and adjusting imagery • Layers and layer blending • Incorporating and manipulating text
Drama	<ul style="list-style-type: none"> • Petty Crime • Dialogue • Character development • Issue based • Mime and Mask • Movement • Focus • Reaction • Nonverbal communication 	<ul style="list-style-type: none"> • Beowulf • Choral speaking • Still Images • Narrative • Literature • • Melodrama • Rhythm • Focus • History of Performance • Genre 	<ul style="list-style-type: none"> • Romeo and Juliet • History of Theatre • Scripted Performance • Issue based • Proxemics
Music	<ul style="list-style-type: none"> • Blues • Gamelan (Music from Indonesia) 	<ul style="list-style-type: none"> • World Music (Reggae/Calypso) 	<ul style="list-style-type: none"> • Popular Music • Theme and Variation • Pachelbel's Canon