

	Autumn Term 1	Autumn Term 2	Spring 1 Term	Spring 2 Term	Summer Term 1	Summer Term 2
<b>Science</b>	<b>Atomic Structure</b> Conservation and dissipation. Cell Structure and transport	<b>The Periodic Table</b> Energy Transfers by heating Cell Division	<b>Structure and bonding</b> Energy Resources Organisation and the digestive System	<b>Organising animals and plants</b> Chemical Calculations Electric Circuits	<b>Review and assessment</b>	<b>Communicable Diseases</b> Electrolysis Electricity in the Home
<b>Maths</b>	<b>Numbers and number system:</b> use the concepts and vocabulary of prime numbers, factors (divisors), multiples, common factors, common multiples, highest common factor and lowest common multiple <b>Calculating:</b> recognise and use relationships between operations, including inverse operations (e.g. cancellation to simplify calculations and expressions)	<b>Approximating and estimating:</b> round numbers and measures to an appropriate degree of accuracy (e.g. to a specified number of decimal places or significant figures) <b>Counting and comparing:</b> order positive and negative integers, decimals and fractions Use the symbols =, ≠, <, >, ≤ <b>Construction:</b> use the standard conventions for labelling and referring to the sides and angles of triangles	<b>Properties of shape:</b> Identify properties of the faces, surfaces, edges and vertices of: cubes, cuboids, prisms, cylinders, pyramids, cones and spheres <b>Algebraic expression:</b> Understand and use the concepts and vocabulary of expressions, equations, formulae and terms <b>Fractions and percentages:</b> Express one quantity as a fraction of another, where the fraction is less than 1 or greater than 1	<b>Exploring decimals:</b> Express one quantity as a percentage of another <b>Proportions:</b> Use ratio notation, including reduction to simplest form. Divide a given quantity into two parts in a given part:part or part:whole ratio <b>Patterns:</b> generate terms of a sequence from a term-to-term rule	<b>Measuring space:</b> change freely between related standard units (e.g. time, length, area, volume/capacity, mass) in numerical contexts <b>Angles:</b> apply the properties of angles at a point, angles at a point on a straight line, vertically opposite angles <b>Solving equation and inequalities:</b> Recognise and use relationships between operations, including inverse operations (e.g. cancellation to simplify calculations and expressions)	<b>Calculating space:</b> Use standard units of measure and related concepts (length, area, volume/capacity) Calculate perimeters of 2D shapes <b>Presenting data:</b> Interpret and construct tables, charts and diagrams, including frequency tables, bar charts, pie charts and pictograms etc <b>Measuring data:</b> Analysing data sets from univariate empirical distributions through appropriate measures of central tendency, and range
<b>ICT</b>	<b>Introduction to Unreal through Hour of Code.</b> In this topic, students will learn how to build a simple parkour course. <b>Online Safety (part 1)</b> Work designed make you aware of the dangers that can be found online and how to keep yourself safe the online	<b>Unreal through Hour of code part 2</b> In this topic, students will continue building their simple parkour course, with a focus on adding more geometric complexity and graphical shaders.	<b>Dev Squad Academy Unreal Basics</b> Pupils spend this half term making an RPG game in unreal. <b>IT user skills Presentation Software (level 1/2)</b> Students get focus on completing complete the IT User skills-controlled assessment	<b>Excel Formula practice</b> Look at functions and formula in excel <b>Audio/video Unit</b> Students will get introduced to audio and video editing software to create a Trailer	<b>The Dev Squad RPG (Part 2)</b> Further work on Game Dev Level 1, Unit 11 - Database Software; Students learn to create and manipulate databases through Access	<b>Class VR Project</b> Pupils work collaboratively to make a game in VR; introduction to ICT GCSE options
<b>Humanities</b>	<b>HISTORY</b> - Introduction to Henry VIII and his wives; looking at life in Tudor England. Pupils will analyse Henry VIII's early years as King, including his expensive wars in France, his growing desire for a divorce from Catherine of Aragon, and the rise and fall of Anne Boleyn.	<b>HISTORY</b> - The reformation and the establishment of the Church of England. Pupils will learn how and why Henry VIII separated England from the Catholic Church. They will also analyse the dissolution of the monasteries, and the consequences of the Reformation.	<b>GEOGRAPHY</b> - Major geographical features of the world, Europe, and the UK; population density and urbanisation. Pupils will focus on: cliff erosion at Durdle Door in Dorset, Oxbow lake formation at Cuckmere Haven in Sussex, and volcano activity at Mauna Loa in Hawaii	<b>GEOGRAPHY</b> -Pupils carry out an extended project (a geographical case study into Japan). Pupils will look at how Japanese cities have progressed from small rural settlements to bustling metropolises; they will analyse the architecture, culture, and customs of the city of Tokyo	<b>R.E.</b> - Comparing and contrasting the places of worship for the four major world religions, Pupils will analyse the architecture and customs of synagogues, churches, mosques, and Hindu temples. They will also compare the different uses of these buildings and explore some famous examples in VR.	<b>R.E.</b> – “Looking for God”: pupils analyse the reasons why people believe in God (e.g. miracles, revelation), and some of the reasons why people are believing in God less in the modern era. Pupils will weigh up the evidence in favour and against the existence of God.

<b>English</b>	<b>Animal Farm</b> Considering historical context; Anthropomorphism and moral messaging; Mind-mapping; Rhetoric and collecting quotes; Satire, persuasion, and propaganda.	<b>Newspaper articles and propaganda speeches</b> How Orwell creates tension through language; Recap on literary techniques; Speaking and listening task; PEE paragraph assessment.	<b>Greek Mythology</b> Etymology; Mythos extract and questions; The legacy of the Ancient Greeks; Greek god family tree; Theseus and Minotaur; The Odyssey; Nausicaa; The Cyclops Circe; Odysseus and the ghosts; Plan your Greek Myth.	<b>Descriptive vs. Narrative writing</b> Show don't tell; Appeal to senses; Writing dialogue. Building a character; Imagery, alliteration, and onomatopoeia; Narrative hooks; How to plan your plot. Pathetic fallacy; Creative writing challenges.	<b>Trash</b> How to write with empathy; Collecting supporting evidence; discussing global issues in writing; How narrative voices are structured; How is tension formed; Can I turn imagery into art?	<b>Discussing Ethics</b> Recall and reflect upon a story; considering why writers sometimes use multiple narrative voices; Discussing different perspectives on the same topic; Hot-seating Trash; PEE Assessment.
<b>PSHE</b>	Transition to secondary school and personal safety in and outside school, including first aid; exploring personal strengths and weaknesses; improving resilience in the face of change	Careers, teamwork, and enterprise skills, and raising aspirations; equality of opportunity; challenging stereotypes; the link between values and career choices	Diversity, prejudice, and bullying; living in a diverse society; the effects of in-person and online bullying; how to support others.	Healthy routines, influences on health, puberty, unwanted contact, and FGM; making healthy lifestyle choices; managing influences of caffeine, smoking and alcohol.	Self-worth, romance, and friendships (including online) and relationship boundaries; evaluating expectations for romantic relationships; consent – seeking and assertively communicating it	Saving, borrowing, budgeting, and making financial choices; managing risky financial behaviour/
<b>RSHE</b>	Understanding how to manage influences on my relationships	Learning how respect impacts on relationships; exploring the concept of mutual respect	Learning how certain choices can have negative and/or positive consequences on my relationships	Learning the difference between positive and negative health choices (diet, exercise, sleep etc.)	Learning the difference between a healthy and toxic relationship	Understand the range of physiological and psychological changes which prepare us for adulthood
<b>PE</b>	<b>Fitness</b> Introduction pupils will learn and accurately replicate specific techniques for a variety of fitness-based activities.  <b>Table tennis</b> Pupils will develop the ability to land the ball in a target area and refining game strategies with the intention of outwitting an opponent.	<b>Badminton</b> Pupils will focus on replicating and developing techniques as well as implementing and refining strategic play to defend and attack opponents.  <b>Basketball</b> Pupils focus on how to use basic principles of attack and defence to plan strategy and tactics for basketball.	<b>Hockey</b> Pupils focus on how to use basic principles of attack and defence to plan strategies and tactics for hockey.  <b>Handball</b> Pupils will focus on how to use basic principles of attack and defence and to plan effective strategies and tactics in Handball. They will work on improving and developing core techniques to outwit opponents	<b>Swimming</b> <b>Front Crawl</b> Pupils will be able to demonstrate understanding of front crawl leg kick and arm action.  <b>Back Crawl</b> Pupils will be able to demonstrate understanding of back crawl arm action and leg kick. Students will also be able to demonstrate to touch turn on back	<b>Football</b> Pupils focus on how to use basic principles of attack and defence to plan strategy and tactics for football. They work on improving the quality of their skills using various techniques to  <b>Tennis</b> Pupils will aim to improve their individual technique. Pupils will develop their understanding of tactics and play shots within a rally more effectively and consistently	<b>Rounders</b> Pupils will replicate and improve individual technique in batting, bowling, and fielding. Pupils should begin to accurately score games.  <b>Athletics</b> Pupils will accurately replicate running, jumping, and throwing skills and learn specific techniques for events in order to improve performances.
<b>Technology</b>	Programming in Scratch working animation and system control	Hour of Code BBC Micro bits	3D printing Plan then Build	Robotics	Lego; Programming through technics	3D printing The chocolate companies
<b>Art</b>	<b>2-week jellyfish project</b> The formal Elements – an introduction to the basics in art.	<b>Natural forms</b> Study of natural forms. Shells, flowers, trees and seeds, feathers etc. Artist research – study of Vincent Van Gogh	<b>Aboriginal Art</b> Study into the native Australians; dot work; art history; hot and cold colours; animal studies	<b>Aboriginal Art</b> Continuation of project; artist research – primitive and naïve art; large paintings printmaking	<b>Landscapes</b> Study of different types of landscape; urban, rural, seascape; perspective; mixed media and printmaking	<b>Landscapes</b> Continuation of project; David Hockney critical studies; relief work with cardboard; experimentation and final piece; 3D relief tile