

	Autumn Term 1	Autumn Term 2	Spring 1 Term	Spring 2 Term	Summer Term 1	Summer Term 2
Science	Forces Representing forces; Unbalance forces; Speed Motion graphs; Hooke’s law Moments and turning effect; Pressure	Organ Systems Cells, tissues and organs; Skeleton; Nutrition; Digestive system; Gas exchange system Reproductive system; Pregnancy and birth	Chemical Reactions Review of yr7; Chemical reactions; Acids and alkalis Acid reactions; Endo and exothermic; Rates of reactions	Earth cycles and space The Carbon cycle; The atmosphere; Changing Environment; Gravity Space	Light and Sound Waves; Sound; Light; colours and cameras	Inheritance and survival DNA; Inheritance; Variation Natural selection; Evolution
Maths	Numbers and number system: Identify the value of each digit in numbers given to three decimal places and multiply and divide numbers by 10, 100 and 1000 giving answers up to three decimal places Approximating and estimating: use estimation to check answers to calculations and determine, in the context of a problem, an appropriate degree of accuracy	Calculating: multiply multi-digit numbers up to 4 digits by a two-digit whole number using the formal written method of long multiplication Calculating- Dividing: divide numbers up to 4 digits by a two-digit number using the formal written method of short division where appropriate, interpreting remainders according to the context	Constructing: recognise, describe and build simple 3-D shapes, including making nets Properties of Shape: compare and classify geometric shapes based on their properties and sizes and find unknown angles in any triangles, quadrilaterals, and regular polygons Algebra – using formulae: use simple formulae expressed in symbols and words.	Fractions, percentages and decimals: associate a fraction with division and calculate decimal fraction equivalents [for example, 0.375] for a simple fraction [for example, 3/8] Proportions and patterns: solve problems involving the relative sizes of two quantities where missing values can be found by using integer multiplication and division facts	Measuring space: analyse standard units, converting measurements of length, mass, volume and time from smaller to larger units Angles: recognise angles where they meet at a point, are on a straight line, or are vertically opposite, and find missing angles Solving equations: express missing number problems algebraically	Calculating space: analyse volume of cubes and cuboids using standard units (cm ³ , m ³ , mm ³ , km ³) Presenting data: interpret and construct pie charts and line graphs and use these to solve problems Measuring data: calculate and interpret the mean as an average
ICT	Introduction to IT Baseline groundings Learn the basics of it from software skills to networking to what a bit and byte is and does	Crash Course Computer Science This unit covers all the basics you need you know for computer science from early computing to the latest innovation in AI throughout this course you will get to program your own AI to master a computer game.	3D Printing Introduction Students will learn to design and 3d print.	Python Magic This scheme of work will give learners a basic understanding of the Python programming language; Introduction to Office: Students will get to use all the Office 365 software including Publisher PowerPoint and Excel.	Welcome to 3D and games Students get there first look at VR and the possibilities of developing moving 3d environments, objects and characters.	Class VR Project Whole class Game development using VR technology and unreal engine
Humanities	HISTORY - 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.	HISTORY - 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.	GEOGRAPHY - 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	GEOGRAPHY -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	R.E. - 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; the different uses of these buildings and exploring some famous examples in VR.	R.E. – “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.

PSHE	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/
English	The Gothic Identifying and using gothic literary conventions in creative writing; identifying Pathetic Fallacy in writing; traditional gothic villains: Frankenstein’s monster; create and introduce a character in the style of the gothic; improving spellings and range of vocabulary; looking at characterisation in <i>The Landlady</i> by Roald Dahl.	The Gothic cont. Analysing the concept of good vs. evil; literary tension; story mountain; looking at how Roald Dahl’s use of language in <i>Lamb to the Slaughter</i> ; Recounting and comparing past tales; looking at <i>The Raven</i> ; looking at atmosphere in <i>The Red Room</i> ; reading comprehension – <i>Journey to Castle Dracula</i> .	A Midsummer Night’s Dream Shakespeare introduction; understanding literary comedy; character portraits; plot sequencing and storyboards; understanding Shakespeare’s audience; translating Shakespeare into modern English; analysis of figurative language; deconstructing language to trace character development	A Midsummer Night’s Dream Learning about characterisation and empathy with a “Thinking Hard” task; looking at Shakespeare’s literary techniques to convey emotions; Shakespearian insults; punctuation practise; thesaurus challenges; analysing symbolism and animated tales; character building techniques; AMSND Book report.	Creative Writing Using language for effect; analysing literary mood; planning a plot; analysing a range of descriptive techniques; understand how to incorporate descriptive writing techniques into a narrative; writing from prompts; analysing a written piece about climate change; narrative vs descriptive literary techniques.	Text: Sky Hawk Explain how the writer creates an air of mystery; finding relevant quotes from text; looking at how writers convey suspense; internal monologues; the language of persuasion; understanding implicit language; writing formal letters; interpreting information from a text; structuring paragraphs; key text – <i>Sky Hawk</i> .
RSHE	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
PE	Fitness: Introduction pupils will learn and accurately replicate specific techniques for a variety of fitness-based activities. Table tennis: Pupils will develop the ability to land the ball in a target area and refining game strategies with the intention of outwitting an opponent.	Badminton: Pupils will focus on replicating and developing techniques as well as implementing and refining strategic play to defend and attack opponents. Basketball: Pupils focus on how to use basic principles of attack and defence to plan strategy and tactics for basketball.	Hockey: Pupils focus on how to use basic principles of attack and defence to plan strategies and tactics for hockey. Handball: 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	Swimming Front Crawl: Pupils will be able to demonstrate understanding of front crawl leg kick and arm action. Back Crawl: Pupils will be able to demonstrate understanding of back crawl arm action and leg kick.	Football: 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 Tennis: Pupils will aim to improve their individual technique. Pupils will learn to play shots within a rally more effectively and consistently	Rounders: Pupils will replicate and improve individual technique in batting, bowling, and fielding. Pupils should begin to accurately score games. Athletics: Pupils will accurately replicate running, jumping, and throwing skills and learn specific techniques for events in order to improve performances.
Technology	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
Art	2-week jellyfish project The formal Elements – an introduction to the basics in art.	Natural forms Study of natural forms. Shells, flowers, trees and seeds, feathers etc; study of Vincent Van Gogh	Aboriginal Art Study into the native Australians; dot work; art history; hot and cold colours; animal studies	Aboriginal Art Continuation of project; artist research – primitive and naïve art; large paintings printmaking	Landscapes Study of different types of landscape; urban, rural, seascape; perspective; mixed media and printmaking	Landscapes Continuation of project; David Hockney critical studies; relief work with cardboard; experimentation and final piece; 3D relief tile

