

YEAR7	Autumn 1	Autumn 2	Spring 3	Spring 4	Summer 5	Summer 6
Art	Rousseau Jungle Skills: evaluating Artist's work, designing, developing personal style and print-making. Media: acyclic paint, foam polystyrene and printing ink.		Clay Day of the Dead Skills: recording personal observations, building technique motor-neuron skills (clay) and evaluating a range of art. Media: pencil, fine-liner, watercolours and clay.		Natural Forms Skills: recording from observation, developing ideas and using perspective. Media: drawing inks, charcoal, printing ink and watercolours.	
Design and Technology (DT)	<p>Each group will rotate on a termly basis between these activities:</p> <p>Food:</p> <ul style="list-style-type: none"> Learn about foods around the world and make a variety of savoury dishes. Design and make a menu for a themed event. <p>Textiles:</p> <ul style="list-style-type: none"> Costume Design - produce costume designs for Alice in Wonderland, textiles techniques (couching, weaving, embellishment). Research into creative industry links. Monster Toy project, design a new soft monster toy for a child, product analysis, hand embroidery and sewing machine skills (applique and bagging out technique). <p>Resistant Materials:</p> <ul style="list-style-type: none"> Design and make a range of products - Graphic Products: Shop Front and Wooden Pencil Holder 					
English	<i>Private Peaceful</i> by Michael Morpurgo Looking at key themes in the story and events that are significant in shaping our understanding of a World War novel. Exploration of characters, plots and the use of the writer's language are discussed in this unit. Opportunities to write independently including poetry comparison and dramatic writing.		<i>The Tell-tale Heart</i> by Edgar Allen Poe Exploring a short gothic tale and identifying the key features of a text of this kind. This will help support their own gothic story.		Introduction to Shakespeare Pupils are given a taster into Shakespeare as a person, his life and works. Some of his famous plays are explored, notably Macbeth.	Dragons Den theme/Gaming Project Cross-curricular project that links in with a gaming theme from ICT. Pupils explore their own game and pitch it to a given audience.
French	Geography of France; homes; evening activities; time; town; directions; numbers to 60.		Making arrangements; snacks and drinks; prices; school; daily routine; numbers to 100.		Hobbies; music; sports; at the leisure centre; holiday activities; holiday plans	

Geography	Tectonics		Development and Trade		Space and Place
	The structure of the earth and the processes which are continually occurring below our feet. Tectonic plate boundaries and how they can create natural hazards such as volcanoes, earthquakes, and tsunamis.		Economic development and trade. The ways in which the earth's wealth is spread unevenly and what this means for people in different parts of the globe. Issues associated with poverty and how they can link to global trade.		Investigating theories of space and place through case studies, ranging from the school they attend to Cold War Berlin.
History	What led to the rise of European Empires?	How were the lives of natives impacted by the rise of Empires?	Why was the Haitian Revolution significant?	How did Britain become the largest ever empire by 1900?	What impact did the Industrial Revolution have on the lives of ordinary Britons?
	Collecting and Storing Data		Advanced Document Design		Advanced Gaming
Computing	Projects: Creating spreadsheets Creating databases		Business Project: Naming and outlining a business plan for self-employment. Creating products for sale		Gaming Product: Game proposal Planning and creation Constructing "real" reviews through peer assessment.
	Algebraic thinking: Sequences, algebraic notation, equality and equivalence Number: Place value, ordering integers and decimals, averages, FDP		Application of number: Four operations, perimeter, area, averages, fractions and percentages Directed number: Operations and equations Fractional thinking: Addition and subtraction of fractions and decimals		Lines and angles: Constructing, measuring and using geometric notation, angle rules Reasoning with numbers: Written, mental and calculator methods, probability, types of numbers
Mathematics	Feeling the Blues		Melody Writing		Guitar Band
	Chord structures, lyrics and the Blues Scale		Using chords to influence melody		Learning the guitar and playing with others
Music					Pachelbel's Canon
					Baroque music & creating Variations

Personal, Social, Health and Citizenship Education (PSHCE)	Introduction to the subject		First Aid		Healthy relationships	
	Stereotypes, discrimination and prejudice Building learning power – developing self-perception and learning capabilities		During this term pupil' will learning basic first aid procedures		During this term pupils will learn about puberty, healthy relationships and hygiene	
Religious Education (RE)	Buddhism Advent and Christmas		Religion and the environment Lent and Easter		Religion and Mysteries Hinduism	
Physical Education (PE)	Basketball Netball Football Rugby		Handball Tchoukball Gymnastics/Dance Sport Education		Lacrosse Striking and Fielding - Rounders, Cricket, Longball and Baseball Athletics - Javelin, Shot Putt, Discus, Long Jump, High Jump, Sprints, Hurdles, Long Distance.	
Science	Cells	Human and Plant Reproduction; Food Chains and Webs	Particle Theory	Chemical Reactions/Acids and Alkalis	Energy	Forces