

Year 7	Term 1.1	Term 1.2	Term 2.1	Term 2.2	Term 3.1	Term 3.2
English	Autobiography Personal Recount Writing in first person Understanding the importance of chronological order Including anecdotes Using time connectives to sequence and link Concluding statements	Traditional Literature Narratives Describing key features of traditional tales Describing characters Identifying dilemmas and resolutions in tales Creating alternative versions of traditional tales	Mythical Creatures Description Reading a range of texts to identify character traits Identifying descriptive language Generating adjectives and similes Creating characters and settings	Seasonal texts Reading a range of seasonal poetry Identifying poetic devices Reading for meaning Writing using pattern and form	Allotments Instructions Identifying the features of instructions Reading and following instructions Sequencing information effectively Writing instructions for others to follow and assessing effectiveness	Shakespeare Performing Identifying the features of a play script. Reading a Shakespearean play Acting out key scenes Searching for hidden meanings Predicting
Maths	Number: Place Value/ Addition & Subtraction / Algebra / Ratio & Proportion Time and money Statistics	Time and money Number: Multiplication & Division / Fractions /Algebra / Ratio & Proportion	Time and money Geometry: Properties Of Shape / Position & Direction Time and money	Number: Place Value / Addition & Subtraction / Multiplication & Division / Fractions / Algebra / Ratio & Proportion Time and money	Measure: Length / Weight / Capacity / Temperature Time and money	Number: Place Value / Addition & Subtraction / Multiplication & Division / Fractions / Algebra / Ratio & Proportion Time and money
Science	Everyday Materials Distinguishing between objects and the materials they are made from Identifying a number of everyday materials. and describing materials using key terms Grouping materials based on their physical properties Use of Everyday Materials Recognising the properties of plastics and how this relates to their use Investigating the best material for the job, with opportunities to make predictions and record results	Use of Everyday Materials Recognising the properties of plastics and how this relates to their use Investigating the best material for the job, with opportunities to make predictions and record results States of Matter Grouping solids, liquids and gases Observing changes of state and investigating the temperatures	Animals Identifying common animals including fish, birds, reptiles, mammals and amphibians Identifying different parts of the human body and labelling the senses The Human Body What are the basic needs of animals and humans? To be able to label the key organs of the body To be able to state the function of the skeletal system. To be able to recognise the main teeth and state their function. To be able to describe the main parts of the digestive system.	Seasonal Change Observing changes across 4 seasons Describing and observing weather associated with the seasons Investigating how the length of day changes over the year Seasonal adaptations and food chains Understanding the difference between living and dead Identifying animals that have never been alive. Looking at different habitats and how animals have adapted to their surroundings Understanding simple food chains	Plants Identifying and naming a variety of common wild and garden plants Differences between deciduous and ever green Describing the basic structure of a variety of common flowering plants Learning about the structure of plants and trees Observing how seeds and bulbs grow into mature plants Describing what plants need to stay healthy and investigating what happens when needs are not met	Thinking scientifically Asking questions and investigating the answers Recording results in different ways and drawing conclusions Forces Investigating how things move on different surfaces Learning the difference between a contact and a non contact force Gaining understanding about a number of different forces including air resistance, water resistance and magnetism
Humanities	The land around me and the evidence beneath Who Am I and where do I come from? What is history? —past, present and future My locality—map skills , human and physical features Early settlement Features of religious life and practices Religious symbols and words Own experience and feelings Why Christmas? Why Easter?	Battle for the throne Contenders to the throne in 1066 The Domesday Book Bayeux Tapestry Magna Carta Religious stories, beliefs and teachings Making links Belonging to a religious family—the history of faith	Law, tyranny and dominance Countries in the UK—English campaign for dominance. National identities and features Religious building Religious practices Making links	Kingdoms, Castles, and revolting peasants Daily Life in medieval England Castle building and castle life The Peasants Revolt The Black death Own religious experience People literacy—diversity, real people, religion as lived, as having a context, different culture/ languages.	Renaissance, Revolution and Reformation The Tudors –Battle for the Throne Henry the VIII Reformation and the dissolution Crime and Punishment Superstition and witchcraft Renaissance and the beginning of trade with the world Religious practices, and know that some are characteristic of more than one religion and within sectors of that faith. Revelation—à holy books, sources of authority. Introduce the Bible, Quran, Torah	
Computing	Desk Top Publishing (Word and Publisher) Press keys and space bar to create text Use a template to create a document with text and pictures Familiarise with school network	Data (Excel) Identify types of information i.e. text, photo, graph Answer questions in a survey Introduction to data input, cell referencing and calculations Creating graphs	Presenting and researching (PowerPoint) Making presentations Using templates Saving and retrieving work	Digital Literacy Producing a picture in a paint program using colour and shape to communicate information	Coding and sequencing (Espresso) Understanding algorithms Sequencing information Creating a simple app in Espresso Coding Saving an app	Applying code Experimenting with simple animations using the micro:bit Creating an animation in Scratch
Art	Outdoor Art Exploring our natural world. Using nature as a starting point in discovering the world around us and how we can create art from and using natural objects	Colour Theory Learning the basics of colour mixing and how artists have used colour to create visual effects	Painting and Collage Using Landscapes & Cityscapes to learn about shape, perspective and painting techniques used by artists	Printing Learning about the age old method of printing; discovering various techniques and methods used through history to modern day, throughout various cultures to create printed art	Textiles Using the British seaside as the theme, learning how texture and materials can be used to create art works	Craft Creating art using traditional craft methods and processes that have been used by different cultures for centuries, e.g. paper making, felt making
Music	Music and Friendship Exploring personal musical interests, promoting curiosity Investigating how music impacts on emotion Communicating through ensemble music making Understanding the elements of music through performing, composing, listening and reviewing activities Singing focus—Warm ups: vocalising, sirening, simple scales Listening—With A Little Help from My Friends, The Beatles, (Pop) I Got You (I Feel Good), James Brown (Funk) 21st Century	Exploring musical periods Exploring how music has evolved Identifying the key musical periods in western history and begin to recognise instruments of the orchestra Identifying key composers within each period and explore the music practically Rehearse and perform a piece of early music Singing focus- Breathing. Listening—O Eucharisti (Hildegard), Baroque: Hallelujah from Messiah (Handel), Early, This Little Babe from Ceremony of Carols, Britten, 20th Century	Animation Exploring music used for animation Singing focus—Posture Exploring team games with a focus on throwing and catching skills	Jazz Learning how popular music evolved from Jazz roots Identify Jazz greats, and the story of the Blues Singing focus- Dynamics Listening—Runaway Blues Ma Rainey (Blues), Take the A Train Duke Ellington Orchestra (Jazz)	British Folk Focusing on music from the British Isles Learning about the role music plays in society and communities Singing focus- Phrasing Listening - England: Folk Sea Shanties Various Middle East Folk: Sprinting Gazelle, Reem Kelani Poland: Folk Mazurkas, Op. 24 Chopin	Skills development Exploring personal musical interests Introducing instruments used in rock music and develop instrumental skills Singing familiar songs and developing vocal skills Singing focus- Context, vocal health Listening I Got You (I Feel Good), James Brown (Funk) 21st Century
PE	Improving fundamental movement skills focusing on agility, balance and coordination Performing dances using simple movement patterns Playing individually as well as developing teamwork skills with peers. Taking part in competition Improving basic movements including running and jumping through athletics Participating in team games with a focus on throwing and catching skills Exploring team games such as bench-ball and hockey, to develop an understanding of simple rules Opportunities to explore new and exciting sports such as curling, fencing and trampolining					
Technology	Food (Independence) Kitchen hygiene and safety. The eat well plate Embedding basic cookery skills (spread, cut, peel, mix, whisk and weighing) Product Design (Design and purpose) Design and make pencil holder	Textiles (Texture) Design and make a snowman using hand sewing skills Product Design (Electronics) Design and make a flashing decoration	Textiles (Weave) Weaving and felt project using hand sewing and decoration application Product Design (Mechanisms) Design and make a mechanical toy using linear, rotatory and changing motion	Food (Seasonal) Looking at fruit and vegetables and where they grow Tasting, cooking and preserving. Product Design (Mechanisms) Design and make a mechanical toy using linear, rotatory and changing motion	Food (Health) Understanding the importance of 5 a day, and vitamins Kitchen skills slice/peel/whisk/boil/bake Meal/dish selection Sensory analysis Product Design (Plastics) Design and make an acrylic keyring Experiencing CAD/CAM	Food (Health) Design and make a box of cereal Understanding the importance of breakfast Product Design (CAD/CAM) Design and make a note holder
PHSE	Transition and friendships	Diversity	Staying safe	Health and Puberty	Individuality and the rights of the child	Setting goals