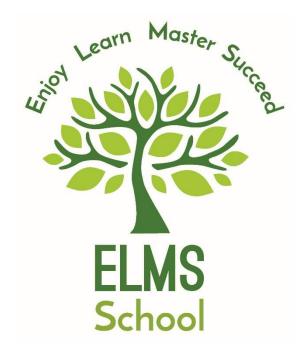
Elms School Curriculum

Core and Foundation Subjects



Curriculum Model

The curriculum model adopted by Elms school is the 'Knowledge Led' model. This model enables our pupils to engage with their learning as well as providing with 'cultural capital' and filling in gaps in their learning. The curriculum is delivered through quality first teaching and underpinned by various pedagogical approaches-collaborative learning, enquiry-based, integrative and reflective learning approaches.

Implementation of Curriculum

At Elms school we encourage an 'active' learning style and promote learning outside the classroom and in our local environment. Teachers support pupil's learning with differentiated resources and targeted interventions for English and Mathematics. The academic curriculum is enriched by our 'Student Led Learning' afternoon offer.

<u>Impact</u>

The curriculum offer at Elms aims to raise the aspirations of all our pupils. Our pupils gain good examination results and they successfully transition to local colleges to further their education or train for a specific career through an apprenticeship.

Lower School

P1 (Y1/2) year a	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
English (RWI)	RWI	RWI	RWI	RWI	RWI	RWI
Maths	Counting and recognis	ing numbers	Adding and subtracting	Solving problems Exploring patterns	Measures	Shape Space
Science	Under the sea	Fairy-tale science	Winter and Ice	Minibeasts	Pirates	Staying healthy and the body
Computer Science (based on Purple Mash scheme)	Unit 1.1 Purple Mash-Online Safety & Exploring Purple Mash- <i>Digital</i> <i>Literacy</i> Unit 1.2 Grouping and Sorting- <i>Information</i> <i>Technology</i>	Unit 1.3 Pictograms – <i>Information</i> <i>Technology</i> Unit 1.4 Lego Builders- <i>Computer</i> <i>Science and Programming</i>	Unit 1.5 Maze Explorers- Programming	Unit 1.6 Animated Storybooks- Information Technology and Digital Literacy	Unit 1.7 Coding – Programming	Unit 1.8 Spreadsheets- Information Technology Unit 1.9 Technology outside school- Computer Science
PE	Multi- Skills/Fundamental movement skills – • Kabadi/Tag games • Dodgeball • Skittles	 Dance Trampoline Gymnastics Freestyle gymnastics (free-running) 	Indoor Infant Athletics	Throwing and Catching	Athletics, Track Events Long distance running Sprinting Hurdles Relay 	Athletics, Field Events – • Shot Put • Javelin • Discus • Long Jump • High Jump
History	Changes within living memory	Events Beyond Living Memory 'Guy Fawkes'	Significant Individual	Significant Individual	Significant Local History, people and events	Learning Beyond the Classroom History Trips
Geography						
RE	F1Which stories are special and why?	F4 Which times are special and why?	F2 Which people are special and why?	F3 Which places are special and why?	F6 What is special about our world and why?	F5 Where do we belong?
PSHE	Creating Classroom Rules	Health and Hygiene	The Place where I live	How can I learn well in school	My role in the school community	Keeping safe inside and outside
Art	Materials	Colour, pattern, texture, line, shape, form and space	Drawing, painting and sculpture	Artists	Repeat areas where ther	e are any gaps
Music						
Cooking and Nutrition						
DT	Storybook characters Fridge magnets	Paper animals Lolli stick animals	Elms Zoo Push together cad animals Finishing methods	rockets		
MFL		Greetings (when KS1 are ready)	Les couleurs	animaux de la ferme	Songs/ games	Numero 1-10
Creative Arts Project						

P1 (Y1/2) year b	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
English (RWI)	RWI	RWI	RWI	RWI	RWI	RWI
Maths	Counting and recognis	ing numbers	Adding and subtracting	Solving problems Exploring patterns	Measures	Shape Space
Science	Dinosaurs	Space and Aliens	Weather	Magnetism	Sound	Materials
Computer Science	Unit 1.1 Purple Mash-Online Safety & Exploring Purple Mash- <i>Digital</i> <i>Literacy</i> Unit 1.2 Grouping and Sorting- <i>Information</i> <i>Technology</i>	Unit 1.3 Pictograms —Information Technology Unit 1.4 Lego Builders- Computer Science and Programming	Unit 1.5 Maze Explorers- Programming	Unit 1.6 Animated Storybooks- Information Technology and Digital Literacy	Unit 1.7 Coding – Programming	Unit 1.8 Spreadsheets- Information Technology Unit 1.9 Technology outside school- Computer Science
RE	F1Which stories are special and why?	F4 Which times are special and why?	F2 Which people are special and why?	F3 Which places are special and why?	F6 What is special about our world and why?	F5 Where do we belong?
PE	Multi- Skills/Fundamental movement skills – • Kabadi/Tag games • Dodgeball • Skittles	 Dance Trampoline Gymnastics Freestyle gymnastics (free-running) 	Indoor Infant Athletics	Throwing and Catching Kickball Benchball Handball	Athletics, Track Events Long distance running Sprinting Hurdles Relay 	Athletics, Field Events – Shot Put Javelin Discus Long Jump High Jump
History	Changes within living memory	Events Beyond Living Memory 'Guy Fawkes'	Significant Individual	Significant Individual	Significant Local History, people and events	Learning Beyond the Classroom History Trips
Geography						
RE	1.1 Who is a Christian and what do they believe?	1.6 How and why do we celebrate special and sacred times?	1.3 Who is Jewish and what do they believe?	1.2 Who is a Muslim and what do they believe?	1.7 What does it mean to belong to a faith community?	1.8 How should we care for others and the world, and why does it matter?
PSHE	Creating Classroom Rules	Health and Hygiene	The Place where I live	How can I learn well in school	My role in the school community	Keeping safe inside and outside
Art	Materials	Colour, pattern, texture, line, shape, form and space	Drawing, painting and sculpture	Artists	Repeat areas where ther	e are any gaps
Music						
Cooking and Nutrition						
DT	Storybook characters Fridge magnets	Paper animals Lolli stick animals	Elms Zoo Push together cad animals Finishing methods	rockets		
MFL Creative Arts Project		Greetings (when KS1 are ready)	Les couleurs	animaux de la ferme	Songs/ games	Numero 1-10

P2 (Y3)	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
English	RWI and Language and Literacy	RWI and Language and Literacy	RWI and Language and Literacy	RWI and Language and Literacy	RWI and Language and Literacy	RWI and Language and Literacy
Maths	Year 1 Unit 1 Year 1 Unit 2 Year 1 Unit 3 – 1 week	Year 1 Unit 3 – 2 weeks Year 1 Unit 4 Year 1 Unit 5 – 1 week	Year 1 Unit 5 – 2 weeks Year 1 Unit 6 Year 1 Unit 7 – 1 week	Year 1 Unit 7 – 2 weeks Year 1 Unit 8 Year 1 Unit 9 – 1 week	Year 1 Unit 9 – 2 weeks Year 1 Unit 10	Year 1 Unit 11 Year 1 Unit 12
Science	Animals including humans Working scientifically	Animals including humans Working scientifically	Seasonal Changes Working scientifically	Plants Working scientifically	Materials Working scientifically	Materials Working scientifically
Computer Science	Unit 2.1 Coding – Programming	Unit 2.2 Online Safety and Emails- <i>Digital Literacy</i> Unit 2.5 Effective Searching- Information Technology	Unit 2.3 Spreadsheets- Information Technology	Unit 2.4 Questioning- Information Technology	Unit 2.6 Creating Pictures- Information Technology	Unit 2.7 Making Music- Information Technology and Digital Literacy Unit 2.8 Presenting ideas- Information Technology
RE	1.1 Who is a Christian and what do they believe?	1.6 How and why do we celebrate special and sacred times?	1.3 Who is Jewish and what do they believe?	1.2 Who is a Muslim and what do they believe?	1.7 What does it mean to belong to a faith community?	1.8 How should we care for others and the world, and why does it matter?
PE	Multi- Skills/Fundamental movement skills – • Kabadi/Tag games • Dodgeball • Skittles	 Dance Trampoline Gymnastics Freestyle gymnastics (free- running) 	• Indoor Infant Athletics	Throwing and Catching Kickball Benchball Handball	Athletics, Track Events Long distance running Sprinting Hurdles Relay 	Athletics, Field Events – Shot Put Javelin Discus Long Jump High Jump
History	A The Stone Age B Ancient Egypt	A The Romans B The Ancient Greeks	A Stone Age and Roman Religion, Art and Culture B Greek and Egyptian Religion Art and Culture	A Victorians B Transport through Time	A Changes in Social and Leisure Entertainment B Medicine Through the Ages	Learning Beyond the Classroom History Trips
Geography						
PSHE	Creating Classroom rules and ethos	Importance of feeling and emotions	Safety Inside and Outside	Difference within society	Relationships within our lives	The wider community
Art	Materials	Colour, pattern, texture, line, shape, form and space	Drawing, painting and sculpture	Artists	Repeat areas where ther	e are any gaps
Music						
Cooking and Nutrition						
DT	Storybook characters Fridge magnets	Electrical circuits – torch	Paper/card animals Paper engineering Wooden nail pictures	rockets	Victorian games	Kites
MFL	Revise Greetings & numbers 1-10	Les alphabet	Ca Va?	Numeros 11-20	Les animaux	Days of the week & Months of the year
Creative Arts Project						

P3 (Y4)	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
English	RWI and Language and Literacy	RWI and Language and Literacy	RWI and Language and Literacy	RWI and Language and Literacy	RWI and Language and Literacy	RWI and Language and Literacy
Maths	Year 1/2 Unit 1 Year 1/2 Unit 2 Year 1/2 Unit 3 – 1 week	Year 1/2 Unit 3 — 2 weeks Year 1/2 Unit 4 Year 1/2 Unit 5 — 1 week	Year 1/2 Unit 5 – 2 weeks Year 1/2 Unit 6 Year 1/2 Unit 7 – 1 week	Year 1/2 Unit 7 — 2 weeks Year 1/2 Unit 8 Year 1/2 Unit 9 — 1 week	Year 1/2 Unit 9 — 2 weeks Year 1/2 Unit 10	Year 1/2 Unit 11 Year 1/2 Unit 12
Science	Living things and their habitats Working scientifically	Living things and their habitats Working scientifically	Animals including humans Working scientifically	Plants Working scientifically	Uses of materials Working scientifically	Uses of materials Working scientifically
Computer Science	Unit 3.1 Coding - Programming	Unit 3.2 Online Safety- Digital Literacy Unit 3.3 Spreadsheets – Information Technology	Unit 3.4 Touch Typing – Information Technology Unit 3.7 Simulations – Information Technology and Programming	Unit 3.5 Email (including online safety)- Information Technology and Digital Literacy	Unit 3.6 Branching Databases- Information Technology and Digital Literacy	Unit 3.8 Graphing- Information Technology Creating digital content Digital Literacy
RE	3.1 Do we need to prove God's existence? Buddhism, Christianity, Judaism, Sikhism, Islam	3.5 Why is there suffering? Are there any good solutions? Christians, Buddhists, non- religious e.g. Humanism	3.10 Does religion help people to be good? Buddhist, Christian, Muslim, Sikh, non-religious e.g. Humanism	3.4 Is death the end? Does it matter? Christian, Buddhist, Muslim, non-religious e.g. Humanism.	3.9 Should happiness be the purpose of life? Christians, Buddhists, non-religious e.g. Humanism.	
PE	Multi- Skills/Fundamental movement skills – Kabadi/Tag games Dodgeball Skittles	 Dance Trampoline Gymnastics Freestyle gymnastics (free-running) 	Indoor Infant Athletics	Throwing and Catching Kickball Benchball Handball	Athletics, Track Events Long distance running Sprinting Hurdles Relay	Athletics, Field Events – • Shot Put • Javelin • Discus • Long Jump • High Jump
History	A The Stone Age B Ancient Egypt	A The Romans B The Ancient Greeks	A Stone Age and Roman Religion, Art and Culture B Greek and Egyptian Religion Art and Culture	A Victorians B Transport through Time	A Changes in Social and Leisure Entertainment B Medicine Through the Ages	Learning Beyond the Classroom History Trips
Geography						
PSHE	Responsibility over my behaviour	Choices and myself as an individual	Differences right and wrong	The importance of being kind	Importance of the Environment	Social Groups I belong to
Art	To create sketch books to record their observations and use them to review and revisit ideas		To improve their mastery of art and de drawing, painting and sculpture with a charcoal, paint and clay	5 1 . 5	About great artists, archi history	tects and designers in
Music						
Cooking and Nutrition						
DT	Vikings – motion through CAM	Pop-up cards Intro to wood	Wooden boat Wooden nail/wool images	Giving nature a home		

MFL	quel âge as-tu/	Le JOURS/ Culture française et	Le Transport	La nourriture	French Stories/ Songs/	Ma famille et mes amis
	émotions	fête			Games	
Creative						
Arts Project						

Middle School

and Maths Yea Yea Yea Yea Yea Science An huu Wo Science Computer	WI and Language ad Literacy ear 2 Unit 1 ear 2 Unit 2 ear 2 Unit 3 – 1 eek nimals including ymans forking ientifically 1 Purple Mash – oding	RWI and Language and Literacy Year 2 Unit 3 – 2 weeks Year 2 Unit 4 Year 2 Unit 5 – 1 week Light Working scientifically 4.3 Purple Mash- spreadsheets	RWI and Language and Literacy Year 2 Unit 5 – 2 weeks Year 2 Unit 6 Year 2 Unit 7 – 1 week Rocks Working scientifically	RWI and Language and Literacy Year 2 Unit 7 – 2 weeks Year 2 Unit 8 Year 2 Unit 9 – 1 week Plants Working scientifically	RWI and Language and Literacy Year 2 Unit 9 – 2 weeks Year 2 Unit 10 Forces and magnets Working scientifically	RWI and Language and Literacy Year 2 Unit 11 Year 2 Unit 12 Forces and magnets
Science An hui Wc science 4.1	ear 2 Unit 2 ear 2 Unit 3 – 1 eek nimals including umans orking ientifically 1 Purple Mash –	Year 2 Unit 4 Year 2 Unit 5 – 1 week Light Working scientifically	Year 2 Unit 6 Year 2 Unit 7 – 1 week Rocks	Year 2 Unit 8 Year 2 Unit 9 – 1 week Plants	Year 2 Unit 10 Forces and magnets	Year 2 Unit 12 Forces and magnets
Computer 4.1	Jmans Forking ientifically 1 Purple Mash –	Working scientifically				
		a Durala Mach, caracadahastr			5 /	Working scientifically
4.2	2 Purple Mash- ternet Safety	4.3 Purple Mash- spreadsheets 4.7 Purple Mash- Questioning	4.7 Purple Mash- Effective searching	4.5 Purple Mash- Creating pictures using Logo	4.6 Animation or Purple Mash- Making Music	4.4 Purple Mash- Writing for different audiences.
PE Inv	vasion games – • Football • Hockey • Tag Rugby • Basketball	 Dance Trampoline Gymnastics Freestyle gymnastics (free-running) 	 Indoor Athletics Health Related Fitness (HRF) 	Strike and Field – Cricket Rounders T-Ball	Athletics, Track Events Long distance running Sprinting Hurdles Relay 	Athletics, Field Events – • Shot Put • Javelin • Discus • Long Jump • High Jump
Sax B I	The Anglo- axons A Invasion-The kings	A Crime and Punishment through Time B Achievements of the early civilisations	A The Anglo-Saxons , Art and Culture B The Vikings Religion, Art and Culture	A Tudors B Activists	A Battle of Britain B Dunkirk	Learning Beyond the Classroom History Trips
Geography						
me	2.8 What does it ean to be a Hindu Britain today?	U2.6 What does it mean to be a Muslim in Britain today?	L2.5 Why are festivals important to religious communities?	L2.6 Why do some people think that life is like a journey and what significant experiences mark this?	L2.3 Why is Jesus inspiring to some people / U2.2 What would Jesus do?	L2.9 What can we learn from religions about deciding what is right and wrong?
	reating Classroom Jles and Ethos	The importance of Health and hygiene	The wider community	Differences within society	My role in the school community	Personal development and sex education
	o create sketch books them to review and	s to record their observations and d revisit ideas	To improve their mastery of art and de drawing, painting and sculpture with a charcoal, paint and clay		About great artists, architects and designers in history	
Music						
Nutrition Foo	ygiene ood preparation	Safe food storage	Preparing fruit and vegetables – recipe	Weighing and measuring	Knife safety Knife skills	Baking and stews/soups
	kings – motion rough CAM	Paper engineering	Choc bars – production methods Wooden hedgehog	Kite	Elastic band boat	
MFL Les Creative Arts Project	es Numeros 1-30	Ma Ville	Le sport	La trousse	Faire du shopping	L'heure

Year 6	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
English	RWI and Language and Literacy	RWI and Language and Literacy	RWI and Language and Literacy	RWI and Language and Literacy	RWI and Language and Literacy	RWI and Language and Literacy
Maths	Year 3 Unit 1 Year 3 Unit 2 Year 3 Unit 3 - 1 week	Year 3 Unit 3 – 2 weeks Year 3 Unit 4 Year 3 Unit 5 – 1 week	Year 3 Unit 5 – 2 weeks Year 3 Unit 6 Year 3 Unit 7 – 1 week	Year 3 Unit 7 — 2 weeks Year 3 Unit 8 Year 3 Unit 9 — 1 week	Year 3 Unit 9 — 2 weeks Year 3 Unit 10	Year 3 Unit 11 Year 3 Unit 12
Science	Living things and their habitats Working scientifically	Electricity Working scientifically	Animals including humans Working scientifically	Sound Working scientifically	States of matter Working scientifically	States of matter Working scientifically
Computer Science	5.1 Coding - Programming	5.2 Online Safety – Digital Literacy 5.7 Concept Maps- Information Technology	5.3 Spreadsheets – Information Technology	5.4 Databases – Information Technology	5.5 Game Creator – Programming	5.6 3D Modelling – Information Technology Creating digital content- Digital Literacy
PE	Invasion games – • Football • Hockey • Tag Rugby • Basketball	 Dance Trampoline Gymnastics Freestyle gymnastics (free-running) 	 Indoor Athletics Health Related Fitness (HRF) 	Strike and Field – Cricket Rounders T-Ball	Athletics, Track Events Long distance running Sprinting Hurdles Relay	Athletics, Field Events – • Shot Put • Javelin • Discus • Long Jump • High Jump
History	A The Anglo-Saxons A B Invasion-The Vikings	A Crime and Punishment through Time B Achievements of the early civilisations	A The Anglo-Saxons , Art and Culture B The Vikings Religion, Art and Culture	A Tudors B Activists	A Battle of Britain B Dunkirk	Learning Beyond the Classroom History Trips
Geography RE	U2.1 Why do some people think God exists? L2.1 What do different people believe about God?	U2.4 If God is everywhere, why go to a pla1.6 How and why do we celebrate special and sacred times?ce of worship?	U2.7 What matters most to Christians and Humanists L2.5 Why are festivals important to religious communities?	L2.6 Why do some people think that life is like a journey and what significant experiences mark this? 1.8 How should we care for others and the world, and why does it matter?	U2.3 What do religions say to us when life gets hard? L2.6 Why do some people think that life is like a journey and what significant experiences mark this?	L2.9 What can we learn from religions about deciding what is right and wrong? L2.9 What can we learn from religions about deciding what is right and wrong?
PSHE Art	To create sketch books to record their observations and use them to review and revisit ideas		To improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials: pencil, charcoal, paint and clay		About great artists, architects and designers in history	
Music Cooking and Nutrition	Basic knife skills Hygiene/safety	Weighing and measuring	Making salads and salad dressing	Preparing fruit and vegetables	Using different rice for different dishes	Using mince for different recipes
DT	Vikings – motion through CAM Assembly in stages	Wooden car – intro to machinery	Gravity cars/shoebox	Kite	Working with wood/measuring/ marking out	Working with wood

PSHE	Creating classroom rules	Importance of Health and	Safety inside and outside	Differences within society	The relationships	Personal development
	and ethos	hygiene			within our lives	and sex education
MFL	C'est-ce	Transport revision/ Noel	Ou est-ce que tu habites?	Les Numeros 1-50	Les animaux de	comment vas-tu à l'école
					compagnie	
Creative						
Arts Project						

Year 7	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
English	Me Myself LANGUAGE/Poetry/non- fiction	Demon Headmaster/The Iron Man prose	Introduction To Shakespeare Language/Literature	Poetry Unit	Healthy Lifestyles 'The Chocolate Project' Non-Fiction	Survival Treasure Island prose
Maths	Year 1/2/3 Unit 1 Year 1/2/3 Unit 2 Year 1/2/3 Unit 3 — 1 week	Year 1/2/3 Unit 3 – 2 weeks Year 1/2/3 Unit 4 Year 1/2/3 Unit 5 – 1 week	Year 1/2/3 Unit 5 – 2 weeks Year 1/2/3 Unit 6 Year 1/2/3 Unit 7 – 1 week	Year 1/2/3 Unit 7 – 2 weeks Year 1/2/3 Unit 8 Year 1/2/3 Unit 9 – 1 week	Year 1/2/3 Unit 9 – 2 weeks Year 1/2/3 Unit 10	Year 1/2/3 Unit 11 Year 1/2/3 Unit 12
Science	Living things and their habitats Working scientifically	Forces Working scientifically	Animals including humans Working scientifically	Properties and changes of materials Working scientifically	Earth and Space Working scientifically	Earth and space Working scientifically
Computer Science	Information Technology Health and safety Basic presentation skills	Hardware and software	Digital citizenship – digital self, power of words, copyright	Ciphers and Algorithms- Scratch Basics	Spreadsheets- Basic formula.	Survival IT Project
PE	Invasion games – • Football • Hockey • Tag Rugby • Basketball	 Dance Trampoline Gymnastics Freestyle gymnastics (free-running) 	 Indoor Athletics Health Related Fitness (HRF) Rowing 	Strike and Field – • Cricket • Rounders • T-Ball	Athletics, Track Events Long distance running Sprinting Hurdles Relay 	Athletics, Field Events - Shot Put Javelin Discus Long Jump High Jump
History	What is History?	Norman Conquest	The Stuarts	The Slave Trade	The Mines of Britain	Native North American 1509-1745
Geography						
RE	3.11 What difference does it make to believe in? Buddhism, Christianity, Judaism, Sikhism, Islam	3.2 Does living biblically mean obeying the whole Bible?	3.6 Should religious buildings be sold to feed the starving? Christian Churches, Muslim Mosques, Sikh Gurdwara.	3.3 What was so radical about Jesus?	3.8 What is good and what is challenging about being a teenage Sikh, Buddhist, Muslim or Christian in Britain today?	3.7 How can people express their spirituality through the arts? Buddhist, Christian, Jewish, Muslim, Sikh
PSHE	How to manage transition	Relationships & Friendships	School council and local Government	Substance use and misuse	Young people and Health	Personal Safety
Art	Rain Forest/Tropical project	Cultures	Chinese New Year 3D structures	Signs Lettering Advertising	Art techniques	Summer time
Music	Understand different music genres.	Performing Songs from different cultures.	Music in Films and Adverts	Classical Music		
Cooking and	Hygiene	Knife safety	Weighing, measuring and	Making salads and salad	Shaping to make	Preparing fruit and
Nutrition	Food preparation	Knife skills	following recipe	dressings	burgers, bread	vegetables
DT	Photo frame	Small trinket box	USB casing/chocolate mould	Kite project	Photo Frame	Photo Frame
MFL	C'est parti-Myself	En famille-family	Chez Moi-Themselves	Commune d'Habitude	Une Journee	Comment tu t'amuse
Creative Arts Project						

Year 8	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
English	Already Dead Playscript/non fiction	Space, Time and Shape 'War of the Worlds/The Time Machine non-fiction/prose	<i>Coraline</i> prose	Stormbreaker prose	Poetry Unit ? Chilean Miners Non-fiction	<i>Face</i> Benjamin Zepheniah Prose/non fiction
Maths	ELC 1 – Properties of Number ELC 3 - Ratio	ELC 2 – The Four Operations	ELC 4 - Money ELC 6 – Measures	ELC 5 – The Calendar and Time	ELC 7 - Geometry	ELC 8 - Statistics
Science	Living things and their habitats Working scientifically	Electricity Working scientifically	Animals including humans Working scientifically	Light Working scientifically	Evolution and inheritance Working scientifically	Evolution and inheritance Working scientifically
Computer Science	Databases online	Graphical Design	Digital citizenship – media balance, stereotypes, online bullying, sharing information online	Game design Kodu or scratch or alternatives	Spreadsheets- Complex formula	IT Project
PE	Invasion games – • Football • Hockey • Tag Rugby • Basketball	 Dance Trampoline Gymnastics Freestyle gymnastics (free-running) 	 Indoor Athletics Health Related Fitness (HRF) Rowing 	Strike and Field – • Cricket • Rounders • T-Ball	Athletics, Track Events Long distance running Sprinting Hurdles Relay 	Athletics, Field Events - Shot Put Javelin Discus Long Jump High Jump
History	A British Society in the past, 2 nd World War.	A British Society in the Past 2 nd World War.	A Non-British Society in the past. The American West	Historical Change over time – Crime and punishment.	Religious Festivals Hinduism.	Fragile Environments- Natural Environments and sustainability.
Geography						
RE	Entry Level 2 Humanities Including R.E	Entry Level 2 Humanities Including R.E	Entry Level 2 Humanities Including R.E	Entry Level 2 Humanities Including R.E	Entry Level 2 Humanities Including R.E	Entry Level 2 Humanities Including R.E
PSHE	Developing Self WJEC Entry Level 2	Managing Social Relationships WJEC Entry Level 2	Working towards goals WJEC Entry Level 2	Dealing with problems in Daily life WJEC Entry Level 2	Using technology in the home and community WJEC Entry Level 2	Sex education (Not WJEC)
Art	Aboriginal Art/African Art	Grorgia O'Keefe/Animals and Insects	Fish/Cubism/Illusions	Mark Marking/Mondrian	Monet/Pattern/Klimt	Van Gogh/Clay Fish/
Music		Performing songs from different cultures and create own compositions.	Drumming			
Cooking and Nutrition	Food safety and hygiene	Cooking for different cultures	Understanding dishes from other countries	Value of learning home cooking skills	Making pasta Pasta dishes	BBQ different foods and techniques
DT	Choco bars Fridge magnet	Laser trinket box	Pencil holder/phone stand	vacuum formed sign	Acrylic clock	Acrylic clock
MFL	Les autres pays	Fais ceci Faites cela!	Qu'est-ce qu'on va faire	Qu'est-ce qu'on mange?	A la mode	Invitations

Creative			
Arts Project			



Year 9	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
English	EL Stone Cold-prose- S&L Reading assessments	EL <i>Christmas Carol</i> & poetry S&L Reading assessments	EL Tattoo project Non-Fiction-S&L -Self Ensure drafting skills are secure Writing assessments	EL Ski Jump & Controlled Task- S&L Assessments	Revise and ensure all assessments to relevant level	<i>Macbeth</i> Drama Project
Maths	Entry Level 3 Functional Skills 3	Decimals, fractions, percentages, ratio and proportions, angles, revise	Angles, properties of triangles, use of symbols, perimeter and area, property of polygon, sequences, co-ordinates	Co-ordinates, area and volume, equations and inequalities, reflections and rotations, translation and enlargement, measure	Revision, basic arithmetic, the four rules of number, time, money	Money, statistical measure, representing data, scatter graphs, collecting data, probability, integers, rounding, decimals revision
Science	EL Life Processes	EL Cooking Cleaning Acid and Alkaline	EL Codes Electricity	EL The Fossil record First Aid	EL Solvents and Heavy Metals	EL Forces
Computer Science	Digital Art- Use of different Art programs.	Understanding hardware for networking and Website creation	Digital citizenship-Online Connections, Digital Drama, De- escalating digital drama, Online data, Factors of fair use and Online consent.	Algorithms and flow charts	Hardware and Software components	Media project
PE	Invasion games –	 Dance Trampoline Gymnastics Freestyle gymnastics (free-running) 	 Indoor Athletics Health Related Fitness (HRF) Rowing 	Strike and Field – Cricket Rounders T-Ball	Athletics, Track Events • Long distance running • Sprinting • Hurdles • Relay	Athletics, Field Events - Shot Put Javelin Discus Long Jump High Jump
RE/Humanities WJEC Entry Level 2	RE Places of worship	RE Religious Festivals and celebrations	Geog Volcanoes, Earthquakes and Tsunamis	RE Important ceremonies in life and death	History Change over time (Changing role of women)	RE Prejudice and discrimination against people.
PSHE	Human Rights	Bullying	Drugs and Alcohol	Physical and Sexual Health	Relationships and Sexual relationships	Emotional Health
Art	Start GCSE course - Portraits	Flowers and Plants	Handertwasser/Abstract Art	Lino printing/Futurism	Hockey/Buildings	Start GCSE course
Music Cooking and Nutrition	BTECH Level1 Using eggs and breakfast recipes	Packed lunches Nutrition Eat well guide Soup variations	Salads and dressings Bread making	Pasta, making and cooking varieties Vegetables/vegetarian	Meat, poultry and fish	Baking
Options:						
DT	D of E	D of E	Gumball machine Basic skills Joining methods	Phone docking station Basic electronics/circuits	Kite	Gumball machine

Duke of Edinburgh	Introduction to DofE Tasters of all the different aspects of DofE 	Expedition skills • Navigation • Camp Craft • Cooking	Fixing to walls Measuring/marking Physical Mountain Biking Kent Sport Games Swimming	Skill • First Aid	Volunteering Community, countryside and beach clean up	Expedition Prep and Expedition
MFL						
History- Geography WJEC- Entry Level 2	Changing trends in Tourism & the need to develop sustainable Tourism WJEC Entry Level 2 Humanities	A Non-British Society in the Past- The American West WJEC Entry Level 2 Humanities	Renewable Energy WJEC Entry Level 2 Humanities	Historical change over time – Crime and punishment WJEC Entry Level 2 Humanities	A British Society in the past WJEC Entry Level 2 Humanities	Completion of all topics. Own choice of topic to complete a project on chosen topic.

GCS para	 Repeat EL if required FS 1 Writing skills nction Skills 1 Statistics Data Number Introduction to problem solving SE course to run rallel to FS1. 	 Repeat EL if required FS 1 Reading- Information Function Skills 1 Data Fractions Percentages Budgets Estimation 12/24hr Clock Timetables GCSE course to run parallel to FS1. 	 Repeat EL if required FS1Reading/Writing Persuasive language Exams Function Skills 1 Measurement Conversion Data Shape Revision 	 1.Repeat EL if required 2.FS1 or 2 Exam Papers Exams Function Skills 1 Real life problem solving Statistics Input and extraction of data 	Exams Function Skills 1 Practical measurements Area Calculation Budgets Accurate	Independent Project- choice of topic/PROSE Function Skills 1 Percentages Costing Calculation Negative and positive values Percentages
GCS para	Statistics Data Number Introduction to problem solving	 Data Fractions Percentages Budgets Estimation 12/24hr Clock Timetables GCSE course to run parallel to 	 Measurement Conversion Data Shape Revision 	 Real life problem solving Statistics Input and extraction of data 	 Practical measurements Area Calculation Budgets 	 Percentages Costing Calculation Negative and positive values
Science ELL			GCSE course to run parallel to FS1.	GCSE course to run parallel to FS1.	recording Decimals 2D models GCSE course to run parallel to FS1.	Past Papers GCSE Exam May/June
	Healthy Eating	EL Fibres Fabrics Atmosphere	EL Light and Space	EL Plants and Human Senses	EL Materials and their properties	EL Alternative Energy and Deep Impact
	try Level in Computing- ing ICT	Entry Level in Computing- Using ICT	Entry Level in Computing-Finding and selecting information	Entry Level in Computing- Finding and selecting information	Entry Level in Computing- Developing, presenting and communicating information	Entry Level in Computing- Developing, presenting and communicating information
Org	EC it 1A — Being ganised it SP7 — Playing sport	BTEC Unit 1A – Being Organised Unit SP7 – Playing sport	BTEC UNIT A2 – Developing a personal progression plan. UNIT SP5 How exercise affects the body.	BTEC UNIT A2 – Developing a personal progression plan. UNIT SP5 How exercise affects the body.	BTEC Catch up with Units 1A & A2 Unit SP6 – Training for fitness.	BTEC Catch up with Units 1A & A2 Unit SP6 – Training for fitness.
· ·	mous followers of igion	RE Persecution of people	Geog Threatened eco systems	RE Easter Story- Religious festivals	History British society in the past — life in the 1960's	Complete life in the 1960's and any other unfinished course work
PSHE Fina	ance and Enterprise	Human Rights	Drugs	Body Image	Relationships and Sexual Relationships	Moving on
Art Buil	ildings/Architecture	Portraits	Natural Forms Seashore Project	Kathe Kolwitzl Seashore Project	Seashore Project	Stones and Bones
Music Btee	ech Level 1					
	nning dishes tritious course meal	Selecting ingredients Fresh, seasonal and locally produced	Baking, different techniques Savoury/sweet	Looking at cheap quick dishes	Stews and casseroles	Assessment level 1

DT	Pop Art Triket Box Drawing methods - crating	Architecture clock	Clock modelling/making DIY skills – Tiling/painting/	Edexcel entry level – making/testing	Entry level – back fill/catch up 3-part puzzle	Kites/Dyson box
Duke of Edinburgh	Recap on key expedition skills. Basic Navigation Camp Craft Cooking	Volunteering Bay Trust Project	Skill • First Aid	Physical Mountain Biking Kent School Games Swimming	Volunteering Bay Trust Project	Expedition Prep and Expedition • Navigation • Camp Craft • Cooking
MFL						
History- Geography- WJEC Entry 2/3	Changing trends in Tourism & the need to develop sustainable Tourism WJEC Entry Level 3 Humanities	A Non-British Society in the Past- The American West WJEC Entry Level 3 Humanities	Renewable Energy WJEC Entry Level 3 Humanities	Historical change over time – Crime and punishment WJEC Entry Level 3 Humanities	Completion of all work, checking over of all course work	Projects – Pupils own choice of topic,

Year 11	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
English	 FS Level 1 if not attained in Yr10 FS Level 2 Basic Skills 	1.FS Level 1 if notattained in Yr102.FS Level 23.Basic Skills	1.FS Level 1 if not attainedin Yr102.FS Level 23.Basic SkillsExams	 FS Level 1 if not attained in Yr10 FS Level 2 Basic Skills Exams 	1.FS Level 1 if not attained in Yr102.FS Level 23.Basic Skills	 CV Application Letters Life Skills
Maths	Function Skills 1 Statistics Data Number Introduction to problem solving GCSE course to run parallel to FS1.	 Function Skills 1 Data Fractions Percentages Budgets Estimation 12/24hr Clock Timetables GCSE course to run parallel to FS1. 	 Function Skills 1 Measurement Conversion Data Shape Revision GCSE course to run parallel to FS1. 	 Function Skills 1 Real life problem solving Statistics Input and extraction of data GCSE course to run parallel to FS1. 	Function Skills 1 Practical measurements Area Calculation Budgets Accurate recording Decimals 2D models GCSE course to run parallel to FS1.	 Function Skills 1 Percentages Costing Calculation Negative and positive values Past Papers GCSE Exam May/June
Science	GSCE/EL Body Wars Restless Earth	GSCE/EL How Fast How Slow Sorting Out	GSCE/EL Rubbish Fuels	GSCE/EL Food	GSCE/EL Hot Stuff Nuclear power	GSCE/EL Full Spectrum X rays
Computer Science	Functional Skills Level 1&2- Making the most of your computer. Managing, finding and selecting information	Functional Skills Level 1 & 2- Working with data, numbers, charts, text and images.	Functional Skills Level 1&2- Working with data, numbers, charts, text and images.	Functional Skills Level 1&2- Combining and presenting information.	Functional Skills Level 1&2-Using ICT to communicate.	Functional Skills Level 1&2- Using ICT to communicate.
PE	BTEC Unit 1A — Being Organised Unit SP7 — Playing sport	BTEC Unit 1A — Being Organised Unit SP7 — Playing sport	BTEC UNIT A2 – Developing a personal progression plan. UNIT SP5 How exercise affects the body.	BTEC UNIT A2 – Developing a personal progression plan. UNIT SP5 How exercise affects the body.	BTEC Catch up with Units 1A & A2 Unit SP6 – Training for fitness.	BTEC Catch up with Units 1A & A2 Unit SP6 – Training for fitness.
RE	RE People and protest	History Change over time Crime and punishment	Geog Sustainable tourism/renewable energy	RE Religious charities	Completion of all course work	Pupils to complete a project – Pupils own choice of topic.
PSHE	Lethal Highs	Body Modification	Digital Humans	Vivisection		· · · · · · · · · · · · · · · · · · ·
Art	Urban Landscapes or Pupil lead project	Giacometti or pupil lead project	Pupil Led Unit	Preparation for Exam	Exam	Study leave
Music	BTECH LEVEL ₂					
Cooking and Nutrition	Menu planning Eat well guide Seasonal dishes	Roasts and dishes cooked in an oven	Stews and casseroles Advanced dishes	Pies Sweet/savoury toppings	Level 2 Assessment	Advanced cooking techniques
Options:						

DT	Workshop storage/moving CAM toy/accurate measuring/marking out/ basic tools	Putt putt boat/clock project/	CAD/CAM			
Duke of Edinburgh	Recap key expedition Skills. Basic navigation Camp Craft	Physical. Mountain Biking Football Swimming	 Volunteering Bay Trust Project. 	Skill • First Aid	Physical Mountain Biking Football Swimming	Expedition prep and Expedition • Navigation • Camp Craft • Check points
MFL						
History/Geog WJEC Entry Level 3 Humanities	Changing trends in Tourism & the need to develop sustainable Tourism	A Non-British Society in the Past- The American West	Renewable Energy	Historical change over time – Crime and punishment WJEC Entry Level 3	Completion of all course work	Projects – Pupils own choice of topic.
	WJEC Entry Level 3 Humanities	WJEC Entry Level 3 Humanities	WJEC Entry Level 3 Humanities	Humanities		