



Year 7 Curriculum Map: 2020-21

Subject	Term 1		Term 2		Term 3	
	Half Term 1 (Aug-Oct)	Half Term 2 (Oct-Dec)	Half Term 3 (Jan-Feb)	Half Term 4 (Feb-Apr)	Half Term 5 (Apr-May)	Half Term 6 (May-June)
<i>English</i>	<p>Thematic Unit - 'Texts Across Time'</p> <p>Unit Aims</p> <ol style="list-style-type: none"> To know closely a range of engaging texts and poems To build an understanding of the methods, terminology and processes we utilise in an English classroom To be able to utilise the knowledge of these methods, terminology and processes in reading and writing 	<p>Modern Novel - 'Trash' - Andy Mulligan</p> <p>Unit Aims</p> <ol style="list-style-type: none"> To know closely the plot and characters of the novella, "Trash" To build an understanding of the writer's use of characterisation and key moments to construct the story To be able to demonstrate reading and writing processes in relation to the text, including synthesis and letter writing as well as writing an extended piece on a character in the text 	<p>Creative Writing Unit - Autobiography</p> <p>Unit Aims</p> <ol style="list-style-type: none"> To know the conventions of an autobiography To understand how to write and describe setting, characters, action and important moments To be able to both analyse and comment on the use of conventions in autobiographies and use the conventions to compose own autobiographies 	<p>Shakespeare - 'Macbeth'</p> <p>Unit Aims</p> <ol style="list-style-type: none"> To know closely the plot, characters and themes of the play To build an understanding of Shakespeare's use of characterisation and key moments to construct the play. To be able to demonstrate reading and writing processes in relation to the text, including synthesis and article writing 	<p>Language Bootcamp</p> <p>Unit Aims</p> <ol style="list-style-type: none"> To know the processes we have engaged with across the year To understand how the processes we have engaged with across the year can be applied to unseen texts To be able to utilise the processes of the year on a variety of unseen texts 	<p>Speaking and Listening Unit Aims</p> <ol style="list-style-type: none"> To know what it means to be a confident speaker and a strong listener To understand how to plan, rehearse and actively listen in a formal context To be able to give a presentation about a topic I am passionate about, and listen and question others presentations
<i>Mathematics</i>	<p>Inspirational Maths Cross curricular themes Place value, rounding & estimation 4 ops integers & decimals Factors, primes & multiples Squares, cubes, HCF, LCM</p>	<p>Simplifying expressions Expanding & factorising expressions Solving linear equations Substitution Unit conversion Area & perimeter</p>	<p>Inspirational maths Fractions of amounts FDP, mixed & improper fractions Percentages of amounts</p>	<p>MMMR Displaying data Ratio Proportion Properties of shapes Construction</p>	<p>Measuring angles Angles in shapes</p>	<p>Angles in parallel lines Probability</p>

	Negative numbers in context Simplifying expressions	Area & perimeter				
<i>Science</i>	Cells; Mixtures & Separation; Energy	Ecosystems; Acids & Alkalis; Electricity	Electricity; Acids & Alkalis; Ecosystems	The Particle Model; Reproduction; Forces	Forces; Particle Model; Muscles & Bones	
<i>Art</i>	"Our Environment- 100 Drawings in 30 days"	"Our Environment- 100 Drawings in 30 days"	"Colour and Vision" Colour theory and the uses of colour to convey emotion.	"Colour and Vision" Colour theory and the uses of colour to convey emotion.	"Developing a Facade" - Intaglio printmaking and pattern exploration.	"Developing a Facade" - Intaglio printmaking and pattern exploration.
<i>Computing</i>	Using Computers Safely, Effectively and Responsibly: -IT Acceptable Use Policy -Social networking and Cyberbullying -Online Predators and Grooming -Digital Footprint	Understanding Computers: -Distinguish between a range of hardware and software. -Distinguish between a range of input and output devices. -Give examples of storage devices. -Understanding the fundamental purpose of a CPU. -Distinguish between RAM and ROM. -Units for measuring data. -Binary data storage. -Binary counting and conversions	Spreadsheets with Spy School: -Purpose and benefits of using spreadsheets. -Entering numbers and text, formatting data. -The use and purpose of formulae (+, -, * and /), Functions (Sum, Average, Min, Max) -Sort and filter data using comparison operators (<, >, <=, >=, = and <>) -Using absolute and relative cell references. -Create graphs and charts.	Programming with Scratch: -Understand the meaning and purpose of algorithms including the importance of sequencing. -Relate computational abstractions and simple programming code to on-screen actions. -Combine the use of variables with Boolean operators. -Understand and design procedures to run simultaneous scripts. -Use selection and iteration to improve programming efficiency. -Understand and apply testing in order to identify errors or weaknesses (repetition) in code. -Provide feedback to others in order to identify and recommend improvements.	Using Media: -Features of the Word Processor -Licensing appropriate images -Repurposing digital images -The credibility of sources -Research and planning -Promoting a cause Creating a blog/website	Using Media: -Features of the Word Processor -Licensing appropriate images -Repurposing digital images -The credibility of sources -Research and planning -Promoting a cause Creating a blog/website

<p><i>Drama</i></p>	<p>VIRTUAL ON-LINE</p> <p>Expressive Movement and Physical expression</p> <p>*Mime technique *Physicality,*Facial expression *Focus *Props *Relationship/Illusion *Performance</p> <p>Juilliard Activity: Core works from Traditions of a Theatre Clown and Animating Objects</p>	<p>Juilliard Activity: Contemporizing Parable</p> <p>Voice/vocal technique</p> <p>*Pitch *Intonation *Emphasis *Dynamics *Breath control *Accent *Pause</p> <p>World puppetry traditions</p> <p>*Punch and Judy *Shadow</p>	<p>Cross-curricular link- HISTORY Medieval life</p> <p>Folklore from the late middle ages-</p> <p>*Devising and Physical Theatre 1: Off-Balance "Robin hood"</p>	<p>Cross-curricular link-ENGLISH Macbeth by William Shakespeare</p> <p>*Shakespeare in Performance *Globe theatre *Foley *Scene work (scansion, subtext)</p>	<p>Script 'Sparkleshark'</p> <p>Theatre Practitioners: Michael Chekov and Meisner technique (Realism)</p>	<p>Script 'Sparkleshark'</p> <p>*Staging and blocking *Proxemics *Tableau</p>
<p><i>Geography</i></p>	<p>Introduction to Geography at KS3</p> <ul style="list-style-type: none"> o Physical, human and environmental geography o Map skills to include o Scale o Grid references o Compass points o Height (contours & spot heights) o The globe: map projections, coordinates, degrees and minutes, latitude and longitude 	<p>Rivers and Flooding</p> <ul style="list-style-type: none"> o The hydrological cycle o A river's course o River processes including erosion, transportation and deposition. o River landforms including waterfalls and gorges, v-shaped valleys, meanders and oxbow lakes, floodplains and deltas o Flooding and the basics of the flood hydrograph o Flood management 	<p>Settlements, shopping and services part 1</p> <ul style="list-style-type: none"> o Introduction to settlements o Settlement and site factors o Why settlements grow? o Where are the world's biggest settlements o Mapping and graph activity related to world's biggest settlements o The settlement hierarchy 	<p>Settlements, shopping and services part 2</p> <ul style="list-style-type: none"> o Shopping and services o Range, sphere of influence and threshold population o Shopping habits and preferences mini project (introduction to questionnaires) o Urban planning and change o Problems of urban areas 	<p>Glaciation part 1</p> <ul style="list-style-type: none"> o The last ice age o The glacial system including accumulation and ablation o Glacial processes including erosion, transportation and deposition o Erosional landforms including corries, arêtes, pyramidal peaks, troughs, truncated spurs, hanging valleys and ribbon lakes. 	<p>Glaciation part 2</p> <ul style="list-style-type: none"> o Depositional landforms including moraines, erratics and drumlins. o OS maps and glaciation o Human interaction and glacial landscapes
<p><i>History</i></p>	<p>Introduction and The Norman Conquest</p>	<p>The Norman Conquest and Medieval Life</p>	<p>The Tudors</p>	<p>The Tudors</p>	<p>Industrial Revolution</p>	<p>Industrial Revolution</p>

<i>Mandarin</i>	<u>Set 1 Topics:</u> -Introduction to the learning of Mandarin -Greetings -All about numbers	<u>Set 1 Topics:</u> -Family members -Self-introduction	<u>Set 1 Topics:</u> -Occupation -Revision (1)	<u>Set 1 Topics:</u> -Daily routine -Means of transport	<u>Set 1 Topics:</u> -Colours -Clothing	<u>Set 1 Topics:</u> -Parts of body -Revision (2)
	<u>Set 2 Topics:</u> -Countries and languages -Subjects of study	<u>Set 2 Topics:</u> -School facilities	<u>Set 2 Topics:</u> -Sports	<u>Set 2 Topics:</u> -Music -Dance	<u>Set 2 Topics:</u> -Fruits and vegetables	<u>Set 2 Topics:</u> -Three meals a day
<i>Music</i>	Songwriting - Chordal writing - Group performance	Programme Music - Western Classical art music - Geography of the orchestra - Italian terminology	Folk Music - Music of the British Isles/Western Europe - Dance, social, plastique animee	World Music - Music of Latin America and Africa - Samba, Gospel	Musique Concrete - 'Found' sound - Electronic music composition - Studio techniques and recording	
<i>PSHE</i>	- Anxieties and worries - Growing and changing - Beliefs, customs and festivals - Managing your time - Right and wrong	- Getting on with others - Smoking - Why we have laws - Bullying - The power of television	- Pocket money, budgeting and saving - Children's rights - Developing a product - Drugs and drug taking - Being a good neighbour	- You as a consumer - How to express your ideas - Eating and exercise - The government	- Attitudes to work - Taking action: raising money for charity - People with disabilities - Resources, waste and recycling	
<i>PE</i>	Unit 1a (i): Use a range of tactics and strategies to overcome opponents in direct competition through team games	Unit 2a: Use a range of tactics and strategies to overcome opponents in direct competition through individual games Unit 6a: Analyse performances compared to previous ones and demonstrate improvement to achieve personal best	Unit 1a (ii): Use a range of tactics and strategies to overcome opponents in direct competition through team games	Unit 2a: Use a range of tactics and strategies to overcome opponents in direct competition through individual games Unit 6a: Analyse performances compared to previous ones and demonstrate improvement to achieve personal best	Unit 4a: Perform dances using advanced dance techniques within a range of dance styles and forms Unit 3a: Develop technique and improve performance in other competitive sports	Unit 7a: BSY Sports Month Take part in competitive sports and activities (Encouraging community participation)
<i>Spanish</i>	Topic: My life Grammar: adjectival agreement, "ser" and "tener"	Topic: My free time Grammar: regular -ar verbs, "hacer", "jugar"	Topic: My school Grammar: opinions, agreement, the definite and indefinite articles, the present tense	Topic: My family and friends Grammar: possessive adjectives, agreement, irregular verbs, "ser" vs "tener", "ser" vs	Topic: My town Grammar: indefinite articles, "ir", the immediate future tense	

Note: Due to COVID-19 and the closure of schools in Yangon, all curriculum maps are subject to change.

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