

## The Year 7 Curriculum at Cavendish

Throughout each year of Key Stage 3 at Cavendish pupils follow a broad and balanced curriculum. Within each subject they study a variety of topics which are designed to develop and deepen their skills and knowledge so that they are prepared for the demands of the GCSE courses they will take for GCSE. Below is some brief information about the topic areas they will study in each subject.

If you would like additional information about the topics please contact the Head of Faculty for each subject. Their contact details can be found on the school website.

### English

Term	Topic
1	Oliver Twist - pupils are plunged into Dickensian London to explore the classic tale of poverty and adventure.
2	Oliver Twist - pupils continue activities based on Oliver Twist, including creating non-fiction writing such as newspaper articles.
3	World Poetry - pupils explore different attitudes from around the globe through the medium of poetry
4	Creative Writing - pupils learn how to channel their creativity into writing. Expect animal voices and eerie endings.
5	The Tempest - A classic. A mystical play full of drama, intrigue, betrayal, love and magic.
6	Holiday Project - pupils research, create, advertise and review different holidays.

### Maths

Classes in Maths are set from the beginning of Year 7. Each class follows a scheme of work tailored to their ability which very much focuses on improving understanding of topics and mastering concepts.

Each scheme covers between 12 and 16 topics over the year. They cover aspects of Number, Algebra, Shape and Handling Data and we try to include problem solving in our lessons wherever possible.

The schemes of work reflect the changes to the new Maths GCSE; we have added or modified our teaching to enable students to feel confident with new content from an earlier age.

Each class will sit short tests over the year to see progress within a topic. We would hope that students would then use this information about their strengths and weaknesses to complete some independent work to address these areas to improve. Pupils will sit more formal exams three times in the year. These results will inform the grades that are reported home.

Each pupil will have access to HegartyMaths; an online Mathematics programme. We will sometimes use this software in lessons and it can also be used to complete homework or revision activities. Pupils will be given guidance on how to use HegartyMaths effectively.

## Science

In Science pupils rotate throughout the topics set out below throughout the year.

Topic
<b><u>Biology</u></b> 1. Cells 2. Body Systems 3. Reproduction
Chemistry 1. Particles 2. Elements, Atoms & Compounds 3. Reactions 4. Acids & Alkalis
Physics 1. Forces 2. Sound 3. Light 4. Space

## History

Term	Topic
1	History skills
2	1066 - Conquest
3	Tudors
4	Stuarts
5	Pirates
6	British Empire

## Geography

Term	Topic
1	What is Geography?
2	Wild Weather

3	China
4	Natural Hazards
5	Africa
6	Tourism

## RE

Term	Topic
1	Questions about god
2	Questions about god
3	Introduction to Islam (Authority and Five pillars )
4	Hajj
5	Introduction to Christianity
6	Introduction to Sikhism

## Spanish

Term	Topic
1	Personal information, numbers, alphabet, classroom
2	School: subjects, lesson activities, teachers, snacks
3	Family: brothers and sisters, pets, appearance and character
4	At home: countries, description of house
5	Free time: activities, telling the time, sports, preferences
6	In town: places in town, weather

## French

Term	Topic
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1	Introductions: greetings, numbers, colours, birthdays, phonics, opinions, school items
2	My world: animals, family, personality, physical descriptions,
3	School: subjects, telling the time, typical school day,
4	Free-time: media & internet, sports, weather, leisure activities
5	In town: places in town, going out with friends, future plans
6	Holidays: destinations, holiday activities, future holiday plans

## Computer Technology

Term	Topic
1	<p><b>Getting starting and programming with Scratch</b></p> <p>Students are introduced to the IT systems and applications that supports their learning in Computer Technology, and across the curriculum.</p> <p>Students will also code a Scratch application to solve a given problem.</p>
2	<p><b>How do Computers Work?</b></p> <ul style="list-style-type: none"> <li>● Understand that computer systems are made up of hardware and software.</li> <li>● Understand the Von Neumann architecture for a computer system, and the input-process-output model of a computer's operation.</li> <li>● Explore the physical components of the computer such as the CPU, RAM and ROM memory, graphics cards, storage, and peripherals.</li> </ul>
3	<p><b>E-safety</b></p> <p>Students will recognise the importance of being safe and responsible users of technology. They explore explore e-safety based around 5 key principles:</p> <ul style="list-style-type: none"> <li>● Think before you share ("be sharp"),</li> <li>● Check it's for real ("be alert"),</li> <li>● Protect your stuff ("be secure"),</li> <li>● Respect each other ("be kind").</li> <li>● When in doubt, Discuss ("be brave")</li> </ul>
4	<p><b>Brilliant Binary</b></p> <ul style="list-style-type: none"> <li>● Understand 8 bit binary (byte) representation of decimal numbers</li> <li>● Can convert between a decimal number and 8 bit binary</li> <li>● Understand binary storage amounts: b, B, kB, MB, GB, TB</li> </ul>

	<ul style="list-style-type: none"> <li>• Can add two binary (8bit) numbers together</li> <li>• Understand the purpose of the ASCII character map</li> <li>• Can convert characters into 8-bit binary, and vice-versa.</li> </ul>
5	<p><b>Sounds and images</b></p> <ul style="list-style-type: none"> <li>• Understand the representation of a digital image. Can explore pixel values in conjunction with a graphic program.</li> <li>• Understand the representation of a digital sound file, including sample rate and bit resolution. Can explore and edit data values in conjunction with a sound editing program.</li> <li>• Can create, edit and manipulate digital images in a graphics application.</li> <li>• Can create, edit and manipulate digital sounds in a sound editing application.</li> </ul>
6	<p><b>Computational Thinking</b></p> <ul style="list-style-type: none"> <li>• Explore example algorithms and how they solve a computational problem for a given scenario.</li> <li>• Explore and edit a program that shows an abstracted representation of a real-world problem.</li> <li>• Explore and edit spreadsheet models to explore abstract representations of real-world problems.</li> </ul>

## PE

Term	Topic
1	Boys – Football/ Hockey, Girls - Netball/GYM, Mixed – GYM/Trampoline
2	Boys – Dance/ Basketball, Girls – Hockey/Dance, Mixed – Badminton/Dodgeball
3	Boys – Gym/ Trampoline, Girls – Trampoline/ Basketball, Mixed – Basketball/Dance
4	Badminton/ Rugby, Girls – Football/ Badminton, Mixed – Uni-Hoc/Table Tennis
5	Athletics, Girls- Athletics, Mixed – Athletics
6	Tennis/ Baseball, Girls – Rounders/ Tennis, Mixed – Stoolball/ Rounders

## Art

Term	Topic: Texture Through Mark-Making
1	Baseline Assessment

	Charcoal Textures (dictionary of marks/ textured words).
2	Newspaper Textures
3	Stains and Implements
4	Ceramics through texture and mark making (Pinch pot, Coil pot, Slab pot)
5	Shells: Ernst Haeckel mark making Origami shell
6	Close up of shells using coffee and previously learnt techniques.

### Drama

Term	Topic
1	Darkwood Manor – Building atmosphere
2	Storytelling – including stage configurations
3	East – Japanese Theatre
4	Shakespeare – Text in Performance
5	Improvisation - including stage combat
6	Mask work

### Music

Term	Topic
1	Building Blocks
2	Popular Song
3	Programmatic Music
4	Minimalism
5	Musical Theatre
6	Soundtracks

## Design Technology

Pupils will be introduced to a range of specialisms during the year, developing a variety of new skills, knowledge and understanding.

Subject	Topics
Food technology	This scheme of work has been developed to enable pupils to acquire a range of food preparation and cooking techniques, increasing in complexity and accuracy, to cook a range of dishes, safely and hygienically, and to apply their knowledge of nutrition and food provenance. In addition pupils will evaluate and test their ideas and the work of others.
Textiles	Health and safety in the textiles room Natural and synthetic materials theory Research skills Textile designer study Sustainable design Felted fabric construction Hand embellishment techniques Design and make project based on the them 'Micro'
DT	Health and safety in the workshop Natural and synthetic materials theory Research skills Sustainable design Technical drawing skills Digital design using 2D Design Laser etching and cutting Design and make project based on the theme 'Wildlife'