

The Year 8 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 demand 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	Against the Odds - a scheme that allows pupils to analyse and explore a variety of non fiction texts using GCSE English Language style questions featuring people who have overcome great challenges as well as practising non fiction writing skills.
2	'Animal Farm': a scheme that involves pupils reading and exploring the key issues and themes in Orwell's classic novel. They will analyse the context, characters and plot to allow them to attempt GCSE Literature style evaluation skills.
3	'Dystopian fiction': a scheme that will introduce some famous examples of dystopian fiction to pupils before they write their own openings or short stories in the genre.
4	War Poetry: a unit where pupils will be able to read and analyse several examples of poetry from the first World War, including poems by Wilfred Owen and Jessie Pope. This will equip pupils with the skills needed to analyse poetry in GCSE English Literature.
5	William Shakespeare's 'Macbeth': pupils will read and analyse this tragedy to build upon their language analysis skills and increase their understanding of the context of the time in which Shakespeare was writing. This will help support them in studying Shakespeare at GCSE level.
6	Creative Writing: In this final scheme, pupils will be encouraged to use their imaginations to read and write in a variety of styles for a range of purposes, honing their skills in using ambitious punctuation, sentence structures and vocabulary.

Maths

Classes in Maths are set according to ability. 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
Biology 1. Health & Lifestyle 2. Ecosystem Processes 3. Adaptation and Inheritance
Chemistry 1. The Periodic Table 2. Separation Techniques 3. Metals and Acids 4. The Earth
Physics 1. Electricity and Magnetism 2. Energy 3. Motion and Pressure

History

Term	Topic
1	Slavery

2	Suffragettes
3	The home front WW1
4	Dictatorships
5	CAuses of World War 2
6	Holocaust

Geography

Term	Topic
1	Energy and Environmental Issues
2	Population Change
3	Extreme Environments
4	Development
5	Coasts
6	Holocaust Cross Curricular Project

RE

Term	Topic
1	Christianity
2	Being human
3	Hinduism
4	Christianity and equality
5	Martin Luther King: Christianity and racism
6	Holocaust Cross Curricular Project

Spanish

Term	Topic
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1	Describing friends and celebrities, free time activities
2	Going out, places in town, making excuses
3	Holidays: destination, transport, activities
4	Food: mealtimes, shopping for food, eating at a restaurant
5	Fashion and travel: clothes, school uniform, trip to Argentina
6	Barcelona: tourist destinations, shops, directions

French

Term	Topic
1	Media: television programmes, films, books, internet
2	Paris: tourist attractions, planning what to do, saying what you did
3	My identity: personality, relationships, music, clothes
4	At home: describe your home, food and meals, future events
5	Talent and ambition, say what you can do, describe people's personalities
6	World geography and French-speaking countries

Computing

Term	Topic
1	<p>E-safety 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"> ● Think before you share (“be sharp”), ● Check it's for real (“be alert”), ● Protect your stuff (“be secure”), ● Respect each other (“be kind”). ● When in doubt, Discuss (“be brave”)
2	<p>Python Programming Will learn how to code a simple text-based adventure game in the Python programming language. Programming syntax will focus around user</p>

	input, output and boolean logic (selection) statements. Students will have the opportunity to extend their program with the use of iteration (i.e. loops).
3	<p>Computer Communication</p> <p>Explore key details of how the Internet works:</p> <ul style="list-style-type: none"> • Understanding the principle of a packet-switched network and that data can have multiple routes through a network • Understand the physical infrastructure of internet <p>The importance of communication protocols such as TCP, IP, HTTP Will have the opportunity to script simple web pages in HTML (including some embedded CSS).</p>
4	<p>Developing a multimedia product</p> <p>Will produce a multimedia project. Students will:</p> <ul style="list-style-type: none"> • Gather and process survey data; gathering relevant data that can inform the project outcome. • Develop the skills to produce a simple multimedia digital artefact. Students will consider fitness-for-purpose and usability in their outcomes; ensuring relevance for the target audience.
5	<p>Logic and the CPU</p> <ul style="list-style-type: none"> • Can fill out truth tables for the AND, OR, NOT boolean operators • Can create simple digital circuits (combining AND, OR and NOT operators) • Gain a foundation understanding that complex boolean digital circuits combine to make a computer's Central Processing Unit. • Understanding of the CPU's fetch-decode-execute cycle • Can create an assembly language program using the Little Man Computer CPU simulator. And to assemble programs into machine code for operation.
6	<p>Computational Thinking</p> <ul style="list-style-type: none"> • Will learn the binary search, linear search, and bubble sort algorithms. Plus evaluate their efficiency. • Create algorithms, in flowchart format, that models a real-world problem. Students will need to apply computational thinking: Decompose the problem, and apply abstraction to determine relevant details for the given scenario..

PE

Term	Topic
1	Boys – Football/ Table Tennis, Girls – Netball/ Football, Mixed – GYM/Trampoline

2	Boys – Trampoline/ Basketball, Girls – Hockey/Badminton, Mixed – Badminton/Trampoline
3	Boys – Gym/ Dance, Girls – Hockey/Badminton, Mixed – Gym/Table Tennis
4	Boys – Rugby/ Badminton, Girls – Trampoline/Basketball, Mixed – Basketball/Handball
5	Boys – Athletics, Girls - Athletics, Mixed – Athletics
6	Boys – Tennis Baseball, Girls - Netball/GYM, Mixed – GYM/Trampoline

Art

Term	Topic: Colour Theory
1	Baseline Assessment Colour wheel
2	Complementary Colours
3	Tints and Shades
4	Deepening Colours using Complementary Colours
5	Browns Start final painting
6	Final painting

Drama

Term	Topic
1	Commedia Dell A' rte
2	Monologues & Duologues
3	Devising (Heaven and Hell)
4	GCSE Taster Playwrights
5	GCSE Taster Theatrical Practitioners
6	Further Devising skills

Music

Term	Topic
1	African Music
2	Band Ensemble Skills
3	Variations
4	The Blues
5	Form and Structure
6	Film Music

Design Technology

Pupils will build on skills learnt in Year 7 and rotate through a range of DT specialisms during the year.

Subject	Topics
Food technology	This scheme of work has been developed to enable pupils to deepen their knowledge and understanding of the range of skills developed during Year 7. Pupils will develop and demonstrate a range of food skills, increasing in complexity and accuracy, to create and make recipes and dishes for a wide range of people, safely and hygienically, and to apply their knowledge of nutrition and food provenance. In addition, they will consider the factors that affect food choice, food availability and food waste, evaluate and test their ideas and the work of others.
Textiles	Health and safety Research skills Designer study Sublimation printing using transfer dyes and a heat press Construction using a sewing machine Digital design presentation using Photoshop Design and make project based on Interior design
DT	Health and safety Research skills Biomimicry Plastics and sustainability Digital design using 2D Design 3D realisation using clay and vacuum forming Design and make project based on the theme Insects

