

Year 7 Curriculum - TERM 1





Exploring 20thcentury artists. This includes Van Gogh, Pablo Picasso, Roy Lichtenstein and Bridget Riley. Learn vocabulary to describe the Art including composition, use of colour, pattern, texture and perspective.

Computer Science



Learn computational thinking, algorithms, and stay safe online through digital citizenship.

Design & **Technology**



Students design a game using research, drawing, and manufacturing skills with wood, polymers, and workshop tools.

Drama



Introduction to dramatic techniques and the style of physical theatre.

- Teamwork
- Working with a stimulus
- Verbal and non-verbal acting skills
- Characterisation
- Performance standards

English

'Oliver Twist'

An introduction to the Victorian novel, including characterisation and key historical context. Students will be introduced to language analysis and structures of writing about a text.

Food **Technology**



- learn food hygiene basics
- cook with meat, eggs, and dairy,
- develop safe controlled kitchen skills
- time management.

Geography



- Geography types,
- Data collection,
- Map reading,
- Compass's use,
- ICT tools,
- Data analysis, choropleth maps, and scale interpretation.

History

History Skills

Sources, evidence, anachronism, chronology, Interpretation/hypothesis **Cypriot Prehistory + the**

Neolithic revolution

- Hunter gatherers
- The move to farming
- Differences between prehistoric sites
- Local Study Khirokitia

Mathematics



- Place value, arithmetic properties, negative numbers
- Order of operations
- Algebraic expressions, equations and inequalities.
- Balance & relationships

Modern Languages



Students will learn to:

- •Give their name, age and birthday,
- Describe themselves and others in their family
- Talk about relationships.

Music



Students learn musical notation, rhythm, beat, note values, time signatures, and perform using instruments through reading, writing, and listening.

Physical Education

Introduction to skills and activity basics: covering H&S, rules and warmups.

- **Swimming**
- **Athletics**
- Football

Religious **Education**

Introduces the why and how people follow religious ideas. Students are introduced to the diversity of belief and shared values in society.

Science



Introduction to Science

Develop scientific skills

Matter 1

Study atoms, elements, compounds and mixtures.

Organisms 1

Explore plant and animal cells. Understand how the skeleton and muscles, enable movement.

PSHE

Transition and Safety

Transition to secondary school and personal safety in and outside school, including first aid. This topic helps students manage secondary school transition, boosting confidence, wellbeing, and independence.

Careers

Developing skills and Aspirations.



Careers, teamwork and enterprise skills, and raising aspirations. The topic aims to help students understand the world of work, and explore different careers paths.



Year 7 Curriculum - TERM 2



Students explore skyscraper design through mono-printing, using historical context and secondary imagery to develop printing techniques.

Computer Science

Students explore computer history, ethical impacts like privacy, data security and future technologies like AI and quantum computing, promoting awareness

Design & Technology

Students work in teams to explore frame and shell structures, forces, and engineering principles. They design, build, and test models for strength-to-weight ratio, enhancing practical skills and accuracy.



Explore Greek Theatre origins, structure, chorus, masks, and teamwork;

Students focus on Shakespeare's Midsummer Nights' Dream, characterisation, staging, and performance.

English



'A Mindsummer Night's Dream'

Analyse dramatic choices, use readings and performance to understand dramatic form, and explore context in Elizabethan England, Ancient Athens and Shakespeare's life.

Food Technology

and responsible use.



Students explore a range of pasta dishes, learn healthy cooking skills, analyse nutrition, use kitchen tools and learn correct kitchen equipment names.

Geography



Students explore UK weather, climate, and population trends, including migration, climate change, and factors affecting population distribution and movement.

History



Students study life in the Roman Empire,

focusing on Rome in 100AD, government, achievements, Kourion in Cyprus, and the Romans' lasting influence on modern society and global history.

Mathematics



- Algebraic expressions, equations, and inequalities
- Angles & parallel lines
- Classify 2D shapes
- Construct triangles and quadrilaterals.

Modern Languages



Students will learn how to describe their appearance and the appearance of others with a particular focus on hair and eyes. They will also look at likes and dislikes with a particular focus on free time activities.

Music



Students learn ukulele chords, strumming, ensemble performance, and keyboard skills including notation, fingering, composition, and performance.

Physical

- Netball
- Volleyball
- Trampolining



Religious Education

Students learn about
Christianity's history, and
key stories, helping them
understand Christian beliefs,
values and their relevance in
modern UK society.
They study festivals to
understand cultural
heritage, shared values, and
beliefs in multicultural
British society.

Science



Forces 1

Students learn about different forces, their effects, motion, and speed.

Reactions 1

Study how atoms combine in chemical reactions to form new compounds and elements.

PSHE

Belonging & Community

Diversity, prejudice, and bulling.

Health and Puberty

Healthy routines, influences on health, puberty, unwanted contact, and FGM.

Careers

Regular online activities using Unifrog to research the world of work.





Year 7 Curriculum - TERM 3

Art



Students investigate the historical and architectural significance of Gargoyles and Grotesques with the intention of designing and producing their own.

Computer Science



Students will develop digital literacy through webpage creation, covering word processing, copyright, source credibility, and media promotion.

Design & Technology



Students develop CAD skills, understand thermoplastics and heat effects, and apply creative thinking to design, model and prototype tasks.



- Devising skills using the theme 'Relationships'
- · Research skills
- Practitioner work
- Naturalistic style
- Stanislavski's acting techniques.

English



Poetry:
Poetry (Metaphor)
Reading for Writing:
Short stories Ancient
Tales (oracy).

Food Technology



Students learn about vegetarian and vegan diets, menu planning, food groups, and reflect on their own diet for healthy eating.

Geography



Students develop geography fieldwork and map skills, including data collection, analysis, compass use, GIS tools, and interpreting choropleth maps.

History

- Medieval Realms
- The Norman invasion
- Castles Cyprus focus
- Local study Kolossi
- Culture life and difference
- The Black Death



Mathematics



- Coordinates, gradients, line relationships
- Area and perimeter of 2D shapes
- Transformations: translations, rotations, reflections, enlargement.

Modern Languages



Students learn to discuss free time and food preferences in Spanish, using key vocabulary, grammar structures, phonetics, and descriptive language.

Music

Introduction to Music technology history, Cakewalk software, sound effects, and Foley artistry.

Vocal skills, breathing, harmony, listening, and a year-wide singing competition.

Physical Education

- Rounders
- Cricket
- Water Polo

Focusing on rules, skills, techniques, tactics, and game understanding.

Religious Education



- Why is the Bible important to believers?
- How is Islam practiced in Britain?

Science



Genes 1

Students study chromosomes, genes, and human reproduction.

Electromagnetism 1

Learn about electricity, circuits, electric charge.

PSHE

Building RelationshipsSelf-worth, romance and

friendships (including online) and relationship boundaries.

Financial Decision Making

Saving, borrowing, budgeting and making financial choices.

Careers

Regular online activities using Unifrog to research the world of work.

