	TERM 1
YEAR 9	TERM 2
	TERM 3
	TERM 1- Graffiti - based on a four week carousel Banksy artist study Graffiti culture Blockbuster lettering Wild-style Lettering Tags Cracked brick wall/ background drawings Assessment- Creating your own Graffiti tag
Art & Design	TERM 2- Pop art History of Pop art Andy Warhol artists' study Roy Lichtenstein artist's study 1960's Comic book art Onomatopia Assessment- in the style of Roy Lichtenstein
	TERM 3- Expressive heads History of portraiture Proportions of the head/ face Drawings of different facial features Self portrait Celebrity caricatures Caricature Assessment
English	Reading: response to fictional text. Writing: writing a description. Reading: comparison of 19th and 20th century non-fiction texts. Writing: writing a formal letter. Reading: comparison of unseen poetry. Reading: 'Romeo and Juliet' by William Shakespeare.
Technology	Food Starch experiment Recap on micro and macro nutrients Healthy diets Particularly – Fats Fats experiment Vitamins and minerals Grains and cereals Food from different cultures Practical skills- Lasagne, sausage rolls, blueberry and coconut cake, stuffed peppers, curry and two practical assessment dishes. Textiles Project = Design and make a monster. Written work – A wide range of Design Ideas with annotation. Weekly report Practical skills for all pupils – Making paper pattern, Plain Seam sample, pinning and cutting out fabric, using plain seams
	around edges of monster, applique sample, producing a range of facial features which are appliqued onto front of monster, features such as arms/legs/horns are included, good quality product is produced. Extension work – Computerised sewing machine, more complex applique decoration used for decoration, pocket, hand embroidery added to design, sublimation printer. Resistant materials To further develop skills in designing and safe working of resistant materials through a design and make project. Introduction to mechanisms through modelling with Levers and Linkages (research skills) Design and Make project. An Automaton style mechanism to promote a product/service of their choice. Skills of Design/Make/Cutting Wood Joints with hand tools/Use of Machinery. Decoration/Promotion/Finishing skills
Geography	GCSE Route — Geographical Skills Coasts Rivers Ecosystems (Tropical Rainforests and Hot Deserts) Non-GCSE Route — Geographical Skills World Development Brazil

	Natural Hazards Kenya Tourism
History	The sinking of the Titanic Women's suffrage USA and the Roaring 20s WWII warfare and the Home-front The Holocaust Local Legends
ICT	Programming in Python Intro to business studies New York project Fan Site App Inventor
Maths	Pi 3 Scheme of Work 1 Number calculations 2 Sequences and equations 3 Statistics 4 Fractions, decimals and percentages 5 Geometry in 2D and 3D 6 Algebraic and real-life graphs 7 Multiplicative reasoning 8 Algebraic and geometric formulae 9 Probability 10 Polygons and transformations Theta 3 Scheme of Work 1 Indices and standard form 2 Expressions and formulae 3 Dealing with data 4 Multiplicative reasoning 5 Constructions 6 Equations, inequalities and proportionality 7 Circles, Pythagoras and prisms 8 Sequences and graphs 9 Probability 10 Comparing shapes Delta 3 Scheme of Work 1 Powers and roots 2 Quadratics 3 Inequalities, equations and formulae 4 Collecting and analysing data 5 Multiplicative reasoning 6 Non-linear graphs 7 Accuracy and measures 8 Graphical solutions 9 Trigonometry 10 Mathematical reasoning
MfL	Marriage and relationships Technology Free time Customs and festivals Where I live
Music	Unit 1: Film music Unit 2 : Theme & variation Unit 3 Musical Skills
Performing Arts	Unit 1 - History of Theatre Unit 2 - Devising Skills Unit 3 - Brecht & Stanislavski
Physical Education	Boys – 1. Football & Rugby 2. Handball & Table Tennis 3. Gym & Badminton 4. Basketball & Hockey 5. Volleyball & Athletics 6. Cricket & Softball Girls – 1. Netball & Hockey 2. Gym & Table Tennis 3. Basketball & Handball 4. Dance & Badminton 5. Athletics & Rounders 6. Volleyball & Cricket
PSE/Care	Crime and Punishment Politics and Government Systems Drugs Education 3

	SRE 3 Financial Awareness 3 Real Game: Career Pathways
Religious Education	The life of The Buddha, The Four Noble Truths, The Eightfold Path, The Three Marks of Existence, What rules do we need for life and why, What happens to us after death, Hindu ideas about life and death, Hindu funerals, Christian ideas about the soul, Christian funerals, Near Death Experiences, Humanism, Humanist attitudes to life and death
Science	Electricity Electromagnetic induction Energy, forces and doing work October half term Properties of ionic and covalent substances Hormones Heat and energy changes Christmas Specific heat capacity Genetics Feb half term Magnetism and motor effect