



Year 7 Curriculum Map – 2023/24

Subject	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
English	Literary Heroes Through Time Explore how character is created	'Beowulf' Understanding the conventions of a narrative	'Private Peaceful' Writing in a variety of forms	'Romeo and Juliet' Understanding the conventions of a play	Ballads Understanding the conventions of a range of poetic styles	Dickensian Villains Understand social, cultural and historical context
Mathematics	Arithmetic & Statistics	Algebra Manipulation & Area and Perimeter	Fractions & Equations, Sequences and Graphs	Ratio & Angles	Number Properties & Fractions, Decimals and Percentages	End of Year Assessment Revision
Science	Energy Forces The Particle theory Cells		Atoms, elements and compounds Muscles and bones Light Mixtures and separation		Reproduction Acids and alkalis Ecosystems Fluids	
History	What is history? Roman Britain & The Middle Ages	The Middle Ages	The Tudors & Stuarts	The Tudors & Stuarts	Industry & Empire	Industry & Empire
Geography	Welcome to Our World Skilful Geographers	Meteorological Magic	Let's Talk Rubbish!	Urban Futures	Curious Coasts	Extreme Survival
MFL	German: My World and I Spanish: My life	German: Family & pets Spanish: Free time and hobbies	German: Free time and hobbies Spanish: Life at school	German: Life at school Spanish: Family & friend	German: Places in town & holidays Spanish: My town	German & Spanish: Cultural project



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Drama	Team building and basic drama skills	Storytelling	Darkwood Manor	Titanic	John Godber Script Exploration	John Godber Script Exploration
PE	The Value of PE: Games, Gymnastics and Dance	Interpersonal Skills: Football, Basketball, Handball and Netball	Self-Worth: Tag Rugby and Hockey	Resilience: Try Something New!	Self-Worth: Athletics, Rounders and Cricket	Reflection: Athletics, Rounders and Cricket
Food	Introduction to the food room, safety and hygiene	Using the oven and hob	Nutrition and the eat well guide	Using carbohydrates	Vitamins and minerals and seasonal food	Cooking for an event
D&T	Introduction to the workshop	Making in timber	Plastics	Using CAD/CAM to design and make	Boardgame using graphics	Group work and presentations of boardgame
Art	Marking a Mark. Drawing.	Colour theory. Painting.	Patterns in Art. Stencil & block printing.	Patterns in Art. Textiles, batik & tie dye.	Patterns in Art. Collage, typography & graffiti.	Ceramics. Natural Forms.
ICT	Using technology safely	Computational thinking	Block Programming	Excel and Database software	Developing digital artefacts	
Personal Development	Healthy Living	Puberty, emotional health and wellbeing	Relationships, identity and safety	RE – 6 Major religions Christianity, Islam, Judaism, Sikhism, Hinduism, Buddhism	Living in the wider world	Financial Capability