



Year 7 Curriculum Map – 2022/23

Subject	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
English	Extracting information from a text and report writing	The importance of context and creative writing	Identifying and using different forms and Emulating different structures in writing	Forming opinions and judgements Writing a newspaper article	Use of Symbolism in a text and making evaluative judgements	Shakespeare – form and structure and synthesizing information from a range of texts
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	What a Load of Rubbish!	Urban Futures	Curious Coasts	Extreme Survival
MfL	French: My world and I	French: Hobbies and free time	French: Family life	German: My world and I	German: Family and pets	German: Life at school
Drama	Team building and basic drama skills	Storytelling	Darkwood Manor	Titanic	John Godber Script Exploration	John Godber Script Exploration



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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