

# Curriculum Overview

## Year 9



	HT1	HT2	HT3	HT4	HT5	HT6
English	The Gothic	The Gothic	Julius Caesar	Julius Caesar	Animal Farm	Powerful Voices
Maths	Straight Line Graphics and Testing Conjectures	Three Dimensional Shapes, Construction and Congruency	Numbers, Maths and Money	Deduction and Rotation, Pythagoras' Theorem	Enlargement, Solving Ration and Rates	Algebraic Representation
Science	Bio: Cell structure Chem: Model of the atom & calculating rates of reaction Phys: Energy	Bio: Organisation, plant tissues & photosynthesis Chem: RAM, electron structure and reactivity Phys: Forces & elasticity	Bio: Respiration & the lungs Chem: development of model of the atom, neutralisation & energy changes Phys: Electricity	Bio: The Heart and health issues Chem: Periodic table, metal extraction & REDOX Phys: Particle model and Temperature changes.	Bio: Digestive system Chem: Collision theory Phys: Calculating energy changes	Bio: Enzymes in the digestive system Chem: LCA & using resources Phys: Specific heat capacity
Languages	Family	Family relationships	Health & nutrition	Sport & exercise	School	World of work
RE	Creation and Covenant	Prophecy and Promise	Galilee to Jerusalem	Desert to Garden	To the Ends of the Earth	Crime and Punishment
Computing	Spreadsheet fundamentals	Spreadsheet modelling	Advanced programming 1	Advanced programming 2	Designing prototypes	Developing prototypes
PE	Focus and concentration	Motivation	Problem solving	Confidence and self-esteem	Creativity	Determination and leadership
Geography	Coasts, Climate Change and Water	Coasts, Climate Change and Water	Urbanisation in Contrasting Global Cities	Ecosystems	Desertification	Fieldwork
History	Medicine Through Time	Medicine Through Time	Early Elizabethan England	Early Elizabethan England	The American West	American West
Art/DT	Identity and Culture (Art and Photography focus)	Identity and Culture (Art and Photography focus)	Form and Function (DT focus)	Form and Function (DT focus)	Environment & Impact (Sustainability in Art, DT & Photography)	Environment & Impact (Sustainability in Art, DT & Photography)
Music	Guitar III – Blinding Lights		Music Technology III – Video Game Music		The Keyboard II – Club Dance Music	
Performing Arts		Devising skills.		Practitioner skills.		Physical Theatre 2