English: Gothic – Non Fiction

In "Gothic - Non-Fiction," students explore the Gothic genre through real-life stories, historical events, and settings that evoke mystery, fear, and the supernatural. They'll study the characteristics of Gothic literature, such as dark atmospheres, eerie locations, and suspense, but with a focus on true accounts rather than fiction. This topic helps students understand how Gothic elements are present in real history and culture, enhancing their analytical skills and appreciation for the genre

Art and Design – Murals

In "Murals," students explore the art of large-scale public paintings. They learn about the history, cultural significance, and techniques of mural creation. This topic encourages creativity and teamwork, as students may design and create their own murals, understanding how art can transform public spaces and convey powerful messages.

British Values:

Picture News helps us to read about current events, participate in debates and share our views and opinions on the world.

Computing: Clear Messaging in Digital Media

In "Clear Messaging in Digital Media," students learn how to communicate effectively online. They explore techniques for crafting concise, impactful messages, considering audience and purpose. This topic helps them develop digital literacy, ensuring they can share ideas clearly and responsibly in an increasingly digital world.

History: The Norman Conquest

In "The Norman Conquest," students explore the events of 1066, when William the Conqueror invaded England. They learn about the Battle of Hastings, the changes in English society, culture, and governance, and how this pivotal event shaped the country's history.

Maths: Sequences, Understand and Use Algebraic Notation

In the "Sequences" topic, students explore patterns in numbers, shapes, or objects. They'll learn to identify these patterns, predict what comes next, and understand how sequences work, building a strong foundation for more advanced mathematical concepts like series and functions.

In the "Use Algebraic Notation" topic, students are introduced to the language of algebra. They learn to use symbols and letters to represent numbers and mathematical operations. This skill allows them to write equations, express relationships between quantities, and solve problems systematically. Understanding algebraic notation is crucial as it forms the basis for much of the mathematics.



Rawlinson

Term 1 Curriculum Map

Geography: What is a Geographer?

In "What is a Geographer," students discover what geographers do, exploring how they study the Earth's landscapes, environments, and the relationship between people and their surroundings. They learn about mapping, analysing data, and understanding global issues, helping them appreciate the importance of geography in understanding our world.

MFL: Space Exploration in French

In "Space Exploration in French," students learn French vocabulary and phrases related to space, planets, and astronauts. They explore space missions and scientific concepts while enhancing their language skills, making connections between science and language learning. This topic broadens their understanding of both French and space exploration.

Science: Cells, Tissues, Organs and Systems

In the "Cells, Tissues, Organs, and Systems" topic, students explore the building blocks of living organisms. They'll learn that cells are the basic units of life, which group together to form tissues. These tissues then combine to create organs, and organs work together in systems to perform essential functions in the body.

PSHE and RSE: Peer Influence, Substance Abuse and Gangs

In "Peer Influence, Substance Abuse, and Gangs," students learn about the impact of peer pressure, the risks of substance abuse, and the dangers of gang involvement. They develop critical thinking skills to make informed choices, resist negative influences, and understand the importance of positive relationships for their well-being.

VIPERS

In "Vipers" students build their reading comprehension skills: to inference, to conclude, to predict, to deduct, to retrieve – information from a text / video / photo. This