Year 8 Curriculum 2021-22

Subject	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
English	NON FICTION: CRITICAL READING SKILLS; a range of texts are used to teach skills of language analysis, word classification and inference. Introduction of "Reciprocal Reading"	NOVEL STUDY: LORD OF THE FLIES; focus on reading the text and skills of comprehension, interpretation and inference.	NOVEL STUDY CTD: LORD OF THE FLIES; focus on the writer's craft and writing skills; an exploration of a variety of texts and extracts that focus on the theme of survival	WAR POETRY; the analysis of the representations of war through language and structure; exploding quotations	CREATIVE WRITING: GOTHIC ; exploring fiction writing, with a focus on accuracy, and variety of sentence structures. Examples of texts covered include The Red Room and The Tell-Tale Heart amongst others.	ROMEO AND JULIET; the study of conflict in the story; focus on parent/child relationships and performance skills. Making choices linked to language analysis.
Maths	Number revision and Geometry ; 3D shape	Number; Ratio, proportion, rate of change. Statistics; representation of data; averages	Probability, Statistics; scatter graphs, interpretation of grpahs and diagrams, bivariate data and correlation.	Geometry; circles, area. Number: FDP review	Algebra; linear functions and straight-line graphs. Ratio review	Geometry: Angles, Constructions and transformations.
French/ German	A visit to France/ Germany; holidays, countries, nationalities, weather. The perfect tense.	Media: music, cinema, TV, literature, fashion. Invitations and past and future hobbies.	Healthy Living; food and drink, illnesses, shopping, restaurants and French/German food.	The environment; a plastic-free world, animals/habitats, recycling and environmental problems.	French/ German regions, the customs/ traditions, festivals and food.	Paris/ Berlin ; a study of the city, monuments and planning a trip to a city abroad.
Science	Biology: Respiration; Chemisty: Combustion; Physics: Fluids		Biology: Plants; Chemistry: Metals and their uses; Physics: Space		Biology: Genetics and evolution; Physics: Light and sound	
History	The Transatlantic Slave Trade & African American Civil Rights. What were the human and economic costs of the Transatlantic slave trade and how did individual protest become a national phenomenon in the USA?	The Industrial Revolution. Was the Industrial Revolution a more positive or more negative time in British history?	The First World War. What were the causes, events and consequences of the First World War? The inter-war period and the rise of Hitler and the Nazis.		The inter-war period and the rise of Hitler and the Nazis. How did a democratic country like Germany end up with Hitler? The Second World War.	The Second World War. What were the causes, events and consequences of the Second World War?
Geography	Kenya; a focus on development issues	Tropical rainforest environments - ecosystems and human impact	Climate change - focus on the effects of and responses to climate change	China - economic and population change in China and links to globalisation	Rivers and landscapes - focus on physical processes	
RS	Equality - different types of prejudice and stereotyping. DNA journey and different responses to this.	A study of the pacifist response to racism through the famous Christian Martin Luther King. Discrimination in the world today.	The problem of Evil and key ideas aobut the existence of God in a world full of suffering. Religious and non-religious responses to this. Human Rights and social justice. Examples of human rights abuse in the world today. Amnesty Internation and religious views on human rights.		Islam in the world today. Five Pillars and the difficulty of following these in the UK. Islamophobia.	NATRE Spirited Arts (national competition). This could include pilgrimages and journeys, ultimate questions, where is God?, windows on the soul, mysteries of life.
PD	Racism, discrimination and stereotyping. Online safety including body image, inappropriate image sharing, fake news and trolling.	Relationships and how they are portrayed in films, television and online, dealing with peer pressure and managing challenging content. Relationship and relationship values. First Aid.	Careers, Career Pilot, GCSE options and career aspirations, finances and Democracy and parliament.	Risky behaviour , smoking, alcohol and legal/illegal drugs and healthy life styles. Consequences of risky behaviour including debt. Advertising (betting, bingo) and financial exploitation. addiction.	Mental health and wellbeing. Looking after the body and mind. What is resilience. Gangs and exploitation.	World environmental Day, Recap on safety and our environment, what do the signs mean. First Aid and water hazards, plastic pollution and what we can do. creating a campaign. Recap on safety around the community
Computing	Computer crime and cyber security: identifying types of computer crime, learning about computer misuse, health & safety and copyright laws, understanding our responsibilities to stay within the law.		Understanding Computers: storage devices, RAM and ROM, binary form; reviewing the history and development of communication, and the different ways in which technology is used.		Network: bandwidths and download times, LAHs and WANs, identifying different netwrok topologies and understanding client-server/ peer-to peer networks	
Art	Developing drawing; understanding proportion and the human figure. Artist study Calder	Study of Figure in Movement. Photography and Digital Media. 3D figure in movment using Mudroc.		Movement; research the Futurists and show movement in sport by layering and image. Mixed media techniques. Painting outcome	Printing and animation	
Music	Ground Bass (exploring basslines using repeating patterns)	Chords Into Songs (composing a Christmas song)	Music for Dance (Exploring Tango – Ragtime)	Indian Music (exploring Indian music)	Reggae Music (exploring Reggae music)	Popular Song (exploring the history of pop music)
Drama	Blood brothers: exploring written application focusing on the GCSE structures. Developing performance skills based around the styles of naturalism	Commedia Dell Arte: physical comedy, exploring stock characters, role play and how to become a confident performer.	Gizmo: textual exploration looking at contrast in role and how to perform with synchronicity	Let him have it: exploring form and structure in text and how to direct scenes	Macbeth: exploring mood, atmosphere and modern adaptations/concepts	Adam Burnards "Buckets": exploring the theatrical conventions, style and characters in this intriguing playtext
Technology	Technology classes work through a rotation of projects, covering 5 across the year. These include: Design Technology; Night Light - manufacturing from acrylic and aluminium, learning about common properties of non-ferrous metals and thermo-plastics; Jewellery Project - designing and making a small metal jewellery product, closely linked to a historical design period or designer learning about NEA techniques and Design History. Food Technology : Around the World- students will take part in preparing and cooking four savoury dishes from four different countries. Students will be looking at vegetarianism and have an opportunity to try a range of meat free products. We will underpin this content with the continuing focus on food safety and nutrition. Enterprise - a module based around numeracy, practising skills such as measuring, reseraching, representation of data, designing and costing a game.					
PE	Knowing the characteristics of a fixed mindset/growth mindset; accurate replication/outwitting opponents (boys); Fitness/Outwitting opponents (girls)	Developing a growth mindset; accurate replication/outwitting opponents (boys); Fitness/Outwitting opponents (girls)	Understanding how the brain works on skill development; accurate replication/outwitting opponents (boys); Fitness/Outwitting opponents (girls)	Knowledge and acceptance of difference; accurate replication/outwitting opponents (boys); Fitness/Outwitting opponents (girls)	Consolidation of growth vs fixed mindset; performing at maximum levels / Outwitting opponents	