

Year 7 Curriculum Map

2025-2026	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Mathematics	Number: Place value Properties of number Operations and BIDMAS	Number: Problem solving Money Geometry and Measures Time	Number: Arithmetic procedures including fractions Bar Modelling Geometry and Measures: Units of measure	Number: Fractions Positive and negative numbers Arithmetic procedures including fractions	Ratio and proportion Understanding multiplicative relationships: fractions and ratio Statistics and data: Plotting coordinates	Geometry and Measures: Perimeter and area Transformations
English	Ignite 1 Travellers' Tales Assessment focus: Writing Exploring how writers use language and different language techniques to present meaning. Identifying purpose, audience and context, and using this to support comprehension. Reading & activities - Revolving Rhymes	Ignite 1 Making the News Assessment focus: Speaking & Listening + Key Skills Structure, language & bias in news reports, oral presentation skills. Current knowledge & understanding of key skills & terminology. Reading & activities - extracts from The Witches & Harry Potter, OR Goldfish Boy	Ignite 1 The Identity Kit Assessment focus: Reading Narrative viewpoint, patterns of language and how these affect the meaning of text. Making inference and identifying evidence for opinion and thought. Reading & activities -The World's Worst Children	Ignite 1 Your Language Assessment focus: Speaking & Listening Language usage and its relationship to social, cultural and geographical context. Language structures and how they can be used for effect. Reading & activities -The World's Worst Children	Ignite 1 Out of This World Assessment focus: Writing The use of language to create atmosphere, tension, and character. Analysing writers' choice of language to create impact. Reading & activities - Shakespeare from choice – AMND, The Tempest, Twelfth Night	Ignite 1 In Search of Adventure Assessment focus: Reading Conventions of an adventure-based text. Comparative analysis of texts. Identifying purpose, audience & context of a text. Reading & activities - Shakespeare from choice – AMND, The Tempest, Twelfth Night
Science	The human body The structure and functions of body systems. Cells, tissues organs and systems Muscles and bones	Particles and Properties of Materials Solids, liquids and gases, diffusion and air pressure Atoms, elements and molecules	Floating and sinking Density and Forces Friction and pressure Sound, making and moving sounds	Current Electricity Chemical reactions and energy Renewable energy - the advantages and disadvantages	Sexual Reproduction in animals Interdependence Ecosystems Endangered animals	Forces Structure of the earth natural disasters
PSHE & RSE - Personal, Social, Health and Economic Education & Relationships and Sex Education	Key Theme: Choices and influences Developing agency, strategies to manage influence and decision making: Regulating emotions diet and exercise Hygiene and dental health Sleep	Key Theme: Developing empathy, compassion and communication: Making and maintaining friendships Identifying and challenging bullying Communicating online	Key Theme: Independence and Aspirations Developing goal setting, organisation skills and self awareness: Personal identity and values Learning skills and teamwork Respect in school	Key theme: Autonomy and advocacy: Developing assertive communication, risk management and support-seeking skills: Rights in the community Relationship boundaries Unwanted contact FGM and forced marriage	Key Theme: Choices and influences Developing agency and decision making skills: Drugs, alcohol and tobacco Safety and first aid	Key Theme: Independence and Aspirations: Developing self-confidence and self-worth Puberty and managing change Body satisfaction and self-concept
Careers Education Information Advice & Guidance (CEIAG)	Steps Booklet 1 Reflecting on achievements People who are able to help you What influences you? What are you like?		Steps Booklet 1 What is work? Successful careers		Steps Booklet 1 Using 'Careers Library'/Online resources What is LM? (Labour Market Information) What is STEM? (Science, technology, engineering and mathematics) Review of learning	
Physical Education	Practical: Badminton (Hook - Football / Trampolining) Baseline Test: Coopers Run (Cardiovascular Endurance) Theoretical Content: Socio-cultural influences	Practical: Basketball (Hook -Dodgeball / Trampolining) Baseline Test: Alternative Hand Wall Toss Test (Coordination) Theoretical Content: Musculoskeletal System	Practical: Table Tennis (Hook - Football / Trampolining) Baseline Test: Illinois Agility Test (Agility) Theoretical Content: Cardiorespiratory System	Practical: Handball (Hook - Dodgeball / Football) Baseline Test: Multistage Fitness Test (Muscular Endurance) Theoretical Content: Effects of Exercise on Body Systems	Practical: Athletics & Field Event (Hook - Rounders / Football) Baseline Test: Sit & Reach Test (Flexibility) Theoretical Content: Components of Fitness	Practical: Cricket (Hook - Rounders / Football) Baseline Test: Sargent Jump Test (Power) Theoretical Content: Principles of Training
Art & Design	Skills Workshop 7 elements of art: Colour, Form, Line, Shape, Space, Texture, Value Colour Primary, Secondary and tertiary colours Mixing and blending Study work of relevant artists	Skills Workshop Colour Colour wheel-complementary and harmonious colours Blending Using different mediums, e.g pencils, coloured pencils, oil and chalk pastels Study work of relevant artists	Skills Workshop Shape and Form 3D shapes Construction of 3D shapes, model making using paper and tape Mixing colours Study work of relevant artists	Skills Workshop Texture Adding texture to a piece of art work Mixed media Warm and earthy colours Study work of relevant artists	Skills Workshop Line Use line techniques to produce a piece of art work Hatching, cross hatching, scumbling, Scribbling and printing Study work of relevant artists	Skills workshop Value & Space Printing techniques Shading Study work of relevant artists
3D Design	All about me Baseline Assessment Health & Safety in the work place Recognise hand & machine tools and their uses Understand safety tests Learn about cultural design and manufactured boards Practical project: Make a bullroarer	Materials Explore the properties of materials Material testing and evaluation Understand the difference between softwood and hardwood and their uses Learn to mark out, follow instructions, to assemble and finish	Protect and Survive Know how historical design periods have influenced how we live today. e.g. Pre industrial revolution, The Industrial Revolution, Arts and Craft Movement, Art Nouveau Know how designing should take account of adverse circumstances incl. natural disasters, and climate change Practical project: Egg drop challenge Castles/Garages/Animal Shelter	Systems and control Learn how components work together to make structures Understand how motion can be used in design Assemble simple electrical components Use circuits in designs Practical project: Morse Code Machine	Strengthening and enhancing materials Learn how to stiffen, fold and bend materials, particularly for modelling Construct 3D objects using a net Learn how different cultures incorporate sustainability into their living environments Practical project: Design and make a 3D sustainable living model from suitable materials	Flight Aviation, kites and boomerangs Learn how early attempts at flying shape the way we travel today, incl space travel Aerodynamics and hydrodynamics Learn how kites have been used over time Use tools to cut and shape to enable flight The influence of culture on the design of boomerangs Practical project: Design, make and fly a kite Design, make and fly a boomerang safely and effectively.
Geography		Geography ... and you The 3 strands of Geography Change, impact and inequality Using resources to study Geography About the UK The UK and British Isles Physical and human features UK's links to the rest of the world		Africa Continents Africa's countries Human and Physical features of Africa Map study Kenya Human and Physical Features Trade and tourism The Commonwealth		Glaciers Landforms Physical features Global Warming Mental maps (taught in context as part of trips out) OS maps Globes Satellites Reading and interpreting maps
Religious Education	Christianity How Christianity has shaped our society The Bible, the Trinity Symbols of Christianity Christian attitudes and ethics The life, death and resurrection of Jesus Parables, teachings and miracles Christian places of worship, the expression of faith		Judaism Jewish identity and practice The promised land Worship Symbols and symbolism Celebrations, festivals and their origin Morality and ethics		Comparative religion The major faiths across the world Development of religion Common features of the major faiths; beliefs, principles, practices, symbolism, festivals and rituals Key religious texts, scriptures and figures Impact of religion on our lives.	
History	Chronology 1066 and all that The Anglo Saxon England – The Story of settlers Identifying and evaluating contributions of different groups to Britain The importance of events in Britain 1066 Living conditions in Medieval England Who ruled England?		Health and Medicine How important was personal hygiene and cleanliness in Middle Ages? Black Death what did it lead to? How were illnesses diagnosed? What is a theory? What is the theory of Black Death? How healthy were the Kings? Rule during a plague? Using sources to help understanding.		Here come the Tudors Life in the Tudors How Tudors came to power The War of The Roses Monarchy during Tudors Power and how this was sought and gained Religious shift Mysterious stories from the period	
Forest School	Introduction to Outdoor Learning: Exploring the woods Art: Using nature to create-tool safety Construction - Knot tying to make a swing/frame Building a shelter, teamwork Survival - Tracking using a map, orienteering PHSE/Wellbeing: Forest mindfulness, yoga, cloud gazing, forest bathing.	Survival Science - Exploring Fire, fire safety, building a fire, putting out a fire Food - bread, hot chocolate Conservation -litter pick, making a bird feeder Using tools and crafting - create festive decorations, tool safety Festive baking on the fire	Survival Science - Fire safety, build, start and put out a fire Make popcorn Construction -knot tying to make a bridge, team work Survival-Knife skills - whittle a toasting fork. Toast marshmallows Construction/PE - Make and use natural obstacle course. Team building and competition Woodwork - use a saw safely to saw a disc from a log Art -create a piece of nail art. Use a hammer	Survival -Tracking and orienteering using a map Conservation - Litter pick, make a plant pot out of discarded items, decorate and plant Construction -Team work, make a tower as tall as possible using natural resources Exploration - explore the woodland in Spring. Safety, tree climbing Conservation/biology - prepare soil and sow seeds. Explore flower meadows and learn about their benefits Survival/RE -cooking, Build, start and put out a fire. Fire safety. Make Easter smores	Survival - Forage for wild garlic Make pesto. Work together to erect a tent. Competition Art - use natural resources to create a Mandala Construction/Survival - Tool safety, whittle a simple spoon Science/construction - gather natural resources to make a mini wrap. Raft race-competition PE/Construction -use natural elements to create a circuit to work identified muscle groups	Conservation/ Cooking/PHSE - Forage for ingredients, make a summer drink and enjoy with others over a summer picnic Art -Tool safety, use nature to create a hapa zone Survival - Learn about common threats and learn to administer basic first aid Science/construction/Survival - gather natural resources and construct water filters. Test for efficacy PHSE/Wellbeing - Forest mindfulness End of year picnic with exploration and team building games
ICT	Impact of Technology E Safety Account security - how to keep data secure Respectful communication Cyberbullying Recognise & Report Use presentation tools - create presentation with an audience in mind Using touch type programme	Staying Safe Online - cross curricular PSHE Safer internet day (hwb.gov.wales) Be Cyber Smart Dangers of online gaming Practices and principles for school's use of social media Online trolling Keeping safe online - avoiding fraud, hackers and exploitation Dangers of grooming - first smartphones Using touch type programme	Gaining support for a cause Features of a word processor Evaluate formatting techniques Select appropriate images for a chosen/given context Understanding of licensing issues involving online content Critique digital content for credibility Research and plan blog Promoting your cause, project based work & learning	Programming essentials in Scratch - part 1 Applying programming constructs of sequence, selection and iteration on Scratch. Using sub routines to decompose a problem that incorporates lists on Scratch Predict, run, investigate, and modify code for Scratch the cat flying game Evaluating which loop to choose to solve problems Creating and manipulating lists - Treasure Hunt game Translation quiz in Scratch	Clear messaging in digital media Poster making - capture and annotate digitally using Canva Create a brand with a logo Combine text with an image Identifying key features of a poster Using digital tools to provide feedback: feedto, trust pilot Adding content with text to slides Planning how to deliver a presentation What makes a good website?	PBL - Using the Internet Planning a trip to London using TfL journey planner Builders toolkit on Excel Planning a Nando's /day out in London Planning a holiday/Creating a Business brand and mission statement on powerpoint Creating a questionnaire/survey