

Year 9 Curriculum Map

2025-2026	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Maths	Number Place value 4 operations, BIDMAS Fractions, decimals and percentages Time Indices and standard form Problem solving Calculator skills	Probability Frequency tables Frequency trees Probability of single and combined events Statistics Graphs and charts Reading, understanding and presenting data	Algebra Expressions and formulae Lines and graphs Plotting graphs in 4 quadrants Linear and Non-linear sequences	Geometry and measures Similarity and congruence Pythagoras' Theorem Problem solving Calculator skills	Geometry and Measures Interior and exterior angles Transformations of 2D shapes Ratio and proportion Problem solving Calculator skills	Geometry and measures Loc and constructions Bearings and compasses Map reading
English	Ignite 3 Relationships Writing Figurative language Structure for purpose Reading & activities- Hamlet	Ignite 3 Dare to Scare Reading Conventions of horror writing Analysing text for the effect of language Reading & activities- Hamlet	Ignite 3 Young Entrepreneurs Speaking and listening - presenting Conventions of marketing and presenting texts Drafting Reading & activities- You're Awesome	Ignite 3 My Life My Choices Writing Persuasive texts Using emotive language Reading & activities- You're Awesome	Ignite 3 Exploring Difference Reading Characterisation in text Making inferences Analysing texts Reading & activities- Of Mice and Men	Ignite 3 From Talking Drums to Tweets Speaking and Listening - Presenting History of language development Instructional texts Types of communication Reading & activities- Of Mice and Men
Year 9	Biology genetics, inheritance and modification	Chemistry Atoms, compounds, states of matter	Physics movement and energy	Biology disease and the development of medicine	Chemistry mixtures, breaking down substances, acids and metals	Physics and radiation
PSHE & RSE - Personal, Social, Health and Economic Education & Relationships and Sex Education	Independence and aspirations Developing goal-setting, analytical skills and decision making: GCSE options Sources of careers advice Employability	Autonomy and advocacy Developing self-confidence, risk management and strategies to manage influence: Friendship challenges Gangs and violent crime Drugs and alcohol Assertive communication	Choices and influences Developing empathy, compassion and strategies to access support: Mental health (including self-harm and eating disorders) Change, loss and bereavement Healthy coping strategies	Independence and aspirations Developing analytical skills and strategies to identify bias and manage influence: Financial decisions Saving and borrowing Gambling, financial choices and debt	Autonomy and advocacy Developing assertive communication, clarifying values and strategies to manage influence: Healthy/unhealthy relationships Consent Relationships and sex in the media	Choices and Influence Developing decision making, risk management and support-seeking skills: Sexually transmitted infections (STIs) Contraception Cancer awareness First aid
Careers Education Information Advice & Guidance (CEIAG)	Steps Booklet 3 Plan your decision year. Personal qualities. Personal qualities and job skills Qualifications The job application process.		Steps Booklet 3 Being enterprising and thinking creatively. Working today, Using reliable information. Choosing options and fake news		Steps booklet 3 Review of learning Explore any uncertainties regarding qualifications, planning for education, employment or training. Revisit themes identified by pupils where further clarification is needed.	
Physical Education	Practical: Badminton (Hook - Football / Trampolining) Baseline Test: Coopers Run (Cardiovascular Endurance) Theoretical Content: Commercialisation & Ethical issues	Practical: Basketball (Hook - Dodgeball / Trampolining) Baseline Test: Alternative Hand Wall Toss Test (Coordination) Theoretical Content: Biomechanics	Practical: Tabletennis (Hook - Football / Trampolining) Baseline Test: Illinois Agility Test (Agility) Theoretical Content: Movement Analysis	Practical: Handball (Hook - Dodgeball / Football) Baseline Test: Multistage Fitness Test (Muscular Endurance) Theoretical Content: Diet & Nutrition	Practical: Athletics & Field Events (Hook - Rounders / Football) Baseline Test: Sit & Reach Test (Flexibility) Theoretical Content: Principles of Training	Practical: Cricket (Hook - Rounders / Football) Baseline Test: Sargent Jump Test (Power) Theoretical Content: Goal - Setting
Art & Design	Cultural Identity e.g. Tingatinga art Day of the Dead and Aboriginal Art Drawing, painting, mixed media Create a mind map or mood board (AO1) Begin to integrate annotations into the creative process Study the work of relevant artists Visit relevant galleries or museums (Incl online)	Cultural Identity e.g. Urban Identity, Tingatinga, Day of the Dead, Aboriginal Art Integrate annotations into the creative process (AO3) Refine work produced (AO2) Mixed media Drawing Painting Print making Study the work of relevant artists Visit relevant galleries or museums (Incl online)	Cityscapes Drawing Line Form Planning Produce a title page, mindmap, mood board (AO1) Mixed media Proportion and perspective Study the work of relevant artists Visit relevant galleries or museums (Incl online)	Cityscapes 3D modelling using cardboard and various attachment techniques Mark making Produce a research page (AO1) Refining creative ideas as work progresses (AO3) Study the work of relevant artists Visit relevant galleries or	Pop Art Understand of examination objectives Understand and producing an research page about an artist (AO1) Collect images and annotate Mixed media Imagery Study the work of relevant artists Visit relevant galleries or museums (Incl online)	Pop Art Understand of examination objectives Plan and produce a final piece Completion of final piece. Study the work of relevant artists Visit relevant galleries or museums (Incl online)
3D Design	Introduction to 3D design Architecture Jewellery & body art The role of an architect The development of architecture through history Carry out research to inspire own design Jewellery & body art throughout history Design own body adornment Employment in the area of jewellery and body adornment Practical project: Design own prototype of jewellery & body adornment using a simple template	Sculpture Ceramics The role of the sculptor How sculpture is used to enhance Employment in the area of sculpting Different types of ceramics, how they are created & their uses Employment in the area of ceramics Create a simple jig to form a repeated process for batch production Practical project: Design and make a simple tile to a set size and depth to represent a manufactured tile	3D Digital Design Interior Design The role of a designer Employment in area of interior design Practical project: Use a 3D software package to design and interior space Create a 3D model reflective of their design using a mixture of materials	Environmental Landscape/ Garden Design Product Roles in environmental design Employment in environmental design How the environment can be designed to enhance and manage certain human behaviour, wellbeing & health Development of products through history how manufacturing has changed in order to facilitate growth The future of design. Practical project: Design a purposeful outdoor space, balancing natural and man made materials	Exhibition Design Theatre, film & TV Design Marketing & promotional industry, e.g. display stands, trade shows Employment in marketing & the promotional industry Practical project: Create a design for a promotional space, design their own logo	Revisit areas which the pupils would like to complete or improve. Introduction to AQA 3D design course
Geography		Earning a living Change Employment and employment sectors Rise and decline Globalisation Regeneration Case study - Doncaster		The Middle East Physical and human geography of the Middle East Conflict Challenges in the Arabian Peninsula		International Development What is development? Inequality Migration Globalisation Case study - Malawi
RE		Sikhism Sikhism around the world Key beliefs The Guru's the Guru Granth Sahib Worship Key people in Sikh community Significant places Celebrations		Hinduism Hinduism around the world Key Beliefs- karma and rebirth Hindu Scriptures Worship & Festivals Significant places for Hindu's Symbolism		Philosophy Arguments for and against the existence of God Evil and suffering Immortality Miracles Revelations
History	The First World War Causes Joining up-Reasons and Propaganda Experiences of war War and medical progress Soldiers of the Empire Remembrance The end of war and ways countries tried to avoid further conflict.		The Second World War Sequencing events Operations and evacuations The home front War, health and medicine Winston Churchill The Final Solution - Persecution The United Nations The Post-war World The Welfare State The NHS		From Empire to Commonwealth The role of the first and second World Wars in Empire Colonisation and Independence Immigration The Windrush Generation Multicultural Britain Into the Modern World What has changed? Key changes, developments, inventions and ideas in Britain through the 50's - 2010's Terrorism	
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 PSHE/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 safely	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/PSHE - Forage for ingredients, make a summer drink and enjoy with others over a summer picnic Art - Tool safety, use nature to create a hapa zome 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 PSHE/Wellbeing - Forest mindfulness End of year picnic with exploration and team building games
ICT - Incorporating Functional Skills	Computing Systems Programs Software vs Hardware Hardware components Internal components storage devices and units RAM vs ROM	Data Science Global and local data sets Logic Overview of AI and ML Interrogating, interpreting and visualising data following the investigative cycle PDDAC Cycle (problem, plan, data, analyse, conclusion)	Binary, Hex and Bitmap Binary digits Representations Different representations for different tasks Convert a decimal number to binary and vice versa Pixels, resolution and colour depth Colour Digital image and resolutions (pixels)	Introduction to Coding Sequencing & Algorithms Loops & Repetition Conditionals (If/Else Statements) Variables & Data Project Development Project Showcase & Reflection	Design Vector Graphics Manipulating geometric shapes, union difference & intersection to combine simple shapes into more complex ones Creating monochrome icons from Scratch Creating short open-ended images Technical aspects of vector graphics	Introduction to Cyber Security Profiling Data Protection Act Computer Misuse Act Hacking Malware Protection methods such as firewalls, anti-malware, and password authentication