

Units	Computing	STEM	DT	Food	PSHCE	Art	Music	Drama	PE
1	Advanced Python - Students explore how to create functions and break down programs into smaller 'chunks'.	Construction for the future - Students examine modern buildings and how engineers have overcome a range of environmental and space issues. They then tackle a variety of construction projects and make their own models to show how they would overcome the issues at hand.	Product Design: Tea Light Students will learn how the design of one product can alter the effect of a room's interior. They will design and make a tea light holder.	Food Choice - Students will independently plan a menu for a person with a specific dietary need stating reasons for choice.	Citizenship – Communities Students will explore diverse communities and the impacts of racism on society. This progressing on exploring how politics has an impact upon us.	3D Oldenburg project -Pop Art inspired food sculpture project Introduction to Pop Art 1950's and 60's Britain. With a focus on the emerging youth culture of the 50's &60's, the influence of consumerism and American products, Icons and idols.	Dance Music - This project is designed to consolidate and develop concepts and ideas taught during the 'Off Beat and 'All That Jazz' modules taught in Years 7 and 8.	Blood Brothers Part 1 & 2 Students will read/watch and perform scenes from the Musical 'Blood Brothers'	Team sports (Hockey, basketball, football, volleyball, rugby) - Students will participate in a variety of team sports developing different techniques, their tactical awareness and application in a variety of team sports.
2	Cryptography - Students explore cryptography through the ages and learn about historical techniques and how they impact on technology today.	Technical drawing - Students study how to draw orthographic drawings from 3D images and 3D images from orthographic. They learn to consider measurements and draw to a scale.	Graphic Design: Animal Enclosures Students will learn to design for animals by considering the ergonomics of them and the welfare of a specific species.	Food Sourcing - Students will prepare and cook a main meal dish using ingredients that are farmed assured/responsibly sourced, explain the methods used, and the functions of the main ingredients.	Health and well-being – Assessing risks Students will explore different risks that could have an impact on health and well-being. They will recognise the extent of online risks, as well as physical risks such as alcohol and drug misuse	Lichtenstein Project Graphics/Paint Pop Art portrait Extend understanding of Pop Art movement and youth culture as above. Extending focus to include feminist issues and the changing roles of women in society.	Sound Tracks - Conventions for composing Music for Film and T.V. Builds on concepts and ideas taught during the 'Sonority City' and 'Form and Structure' modules in Years 7 & 8.	Physical Theatre Part 1 & 2 Experiment with abstract performance to explore an emotion. Research DV8 and Frantic assembly and explore their approach to using Physical Theatre Performance of the opening scene in 'Shakespeare's Macbeth'	Racket and net sports (Badminton, table tennis and tennis) - Students will participate in a variety of racket and net sports, developing their technical skills and tactical knowledge of how to outwit their opponent, whilst being introduced to doubles play.
3	Understanding How Computers Think - Students develop their knowledge of data representation by exploring binary, hexadecimal and logic gates.	F1 - Students research F1 cars and what makes them aerodynamic. They design an F1 car which they will draw up in 3D on the computer.	Systems & Control: Knight Rider Exploring technology that a few years ago was only seen in movies or was considered science fiction. How close are some of these features nearing reality today and why? Focusing on computerised cars this helps students understand the role of electronics and new technologies in developing products that we use every day.	Preparation Skills - Students should demonstrate the skills of vegetable preparation, preparing and cooking meat/chicken/alternative, using the hob, controlling temperature.	Options Students will have the opportunity to discuss option and career pathways in preparation for selecting which options going into key stage 4.	Collections project - Mixed media/ Graphic design/ drawing/scale Extend and consolidate existing understanding of Pop Art movement and youth culture of the 50's and 60's with a focus on British Pop artists and collections of different kinds of memorabilia.	Computer and Video - Game music using IT. This project is designed to consolidate ideas taught during the IT modules in Years 7 and 8.	Transmedia Part 1 & 2 Create a Transmedia storyboard for a well-known fairy-tale Experience how to put a Transmedia performance together using a variety of platforms to tell a story and test out the experience on a live audience.	Individual sports (Fitness and athletics) - Students will participate in different individual sports developing their skills, techniques and the understanding each has on health and well-being
4	Python – Files Students start to work with data stored in external files.	Aquaponics Farms - Students study what aquaponics farms are and the need for them in different countries. They then design their own aquaponics farms for a chosen country considering the needs of that country.		Food Product design - Students should independently write a specification for the development of a chilled ready meal to meet specific criteria.	Global citizenship and economics skills. - Students will explore finance and budgeting whilst recognising how finance across the World is hugely varied. They will explore basic needs, laws and rights of a child. Students will explore how different pressures can have an impact on how you behave. (Grooming/sexting/peer pressure) They will explore the impact substance abuse can have on your sexual inhibitions. Students will understand types and the importance of contraception.		New Directions - The 12-tone technique. This project is designed to consolidate material taught during the 'Elements of Music' modules in Years 7 & 8.		Striking and fielding (Cricket, rounder's and softball) - Students will participate in different striking and fielding sports. They will develop different techniques, tactics and leadership skills.
5	Photoshop - Advanced Skills Students recap key skills in photoshop and develop specific pieces of digital art to meet set criteria.			Food Science - Students should be able to explain the basics of food science including gelatinisation, dextrinisation and coagulation.	Health and well-being – SRE, pressures and influences.		Samba - Samba music. Builds on concepts and ideas taught during the 'Off Beat' and 'Saharan Sounds' modules taught in Years 7 and 8.		
6	Comic Life - Students explore a range of pre-production documents and create a comic book to meet a client brief.			Festival food and two courses - Students should create and plan a menu suitable for quick service food at a festival and calculate the nutritional profile for each item.	Health and well-being (SRE) Students will understand how their body is changing and affecting physical and mental health. Students will develop understanding of different types of relationships. Students will be introduced to FGM.		What Makes a Good Song - Performance or composition and will prepare a piece in their chosen field.		