

Aspect	Half Term 1	Half Term 2	Half Term 3	Half Term 4	Half Term 5	Half Term 6
<p>Enterprise</p>	<p>Art – extended home-study tasks given half-termly – creativity/ initiative.</p> <p>Design and Technology – Phone amp project.</p> <p>History – Problems of trench warfare – how to achieve a breakthrough.</p> <p>Geography – Desert/ tropical rain forest creating letters to Government.</p> <p>P4L – Stress management. Revision timetables. Creating new materials for revision/classwork.</p> <p>PE - Developing skills to a higher level/creativity. Set pieces of play in some team sports,</p>	<p>Art – extended home-study tasks given half-termly – creativity/ initiative.</p> <p>Design and Technology – Phone amp project</p> <p>History – Murder mystery – Romanovs.</p> <p>Geography – Impacts.</p> <p>P4L – Stress management. Revision timetables. Creating new materials for revision/classwork.</p> <p>PE - Developing skills to a higher level/creativity. Set pieces of play in some team sports, taking ownership of parts of lessons – warm ups/skills practices/officials/</p>	<p>Art – extended home-study tasks given half-termly – creativity/ initiative.</p> <p>Design and Technology – Cable Tidy Project</p> <p>ICT/Computing – Writing algorithms to solve problems, writing pseudocode to solve computing problems.</p> <p>History – How to prevent war in future.</p> <p>Geography – Economic growth.</p> <p>PE - Developing skills to a higher level/creativity. Set pieces of play in some team sports, taking ownership of parts of lessons – warm ups/skills</p>	<p>Art – extended home-study tasks given half-termly – creativity/ initiative.</p> <p>Design and Technology – Cable Tidy Project</p> <p>ICT/Computing – Writing algorithms to solve problems, writing pseudocode to solve computing problems.</p> <p>History – What to do with Germany after WWII.</p> <p>PE - Developing skills to a higher level/creativity. Set pieces of play in some team sports, taking ownership of parts of lessons – warm ups/skills practices/officials/ coaching etc/ feedback/</p>	<p>Art – graffiti crew team-working, problem-solving.</p> <p>Design and Technology – Acrylic Project</p> <p>ICT/Computing – Programming objects to develop a game = coding</p> <p>History – Staffenberg bomb plot.</p> <p>Geography – choosing hard / soft engineering.</p> <p>PE - Developing skills to a higher level/creativity. Set pieces of play in some team sports, taking ownership of parts of lessons – warm ups/skills practices/officials/ coaching etc/ feedback/ observational skills.</p>	<p>Design and Technology – Acrylic Project</p> <p>ICT/Computing – Programming objects to develop a game = coding.</p> <p>Geography – choosing hard / soft engineering.</p> <p>PE - Developing skills to a higher level/creativity. Set pieces of play in some team sports, taking ownership of parts of lessons – warm ups/skills practices/officials/ coaching etc/ feedback/ observational skills. Tactics to overcome opponents. Outwitting opponents or situation, response to set tasks</p>

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SMSC and Cross Curricular Audit – YEAR 9