

11J Autumn Term Curriculum Overview

Subject	
Literacy	Developing phonological awareness, spelling, and reading skill through Word-shark, Nussy, SWAP cards, and comprehension tasks. Also simple reading and writing tasks around the Hobbit.
Numeracy	Students will be strengthening up their knowledge of times-tables, especially 2, 5 & 10. They will be working with money, they will be working out shopping lists, which they will be costing. Students will be setting up 'mock' shopping exercises.
ICT	<p>First half –term: Students will secure/ move their learning on and expand on their knowledge of computer coding using Espresso Coding to produce their own games and applications. They will also have the chance to use some Ipad applications.</p> <p>Second half-term: Students will continue to learn about E-safety and produce Calendars using Microsoft Publisher.</p>
Science	This term students will learn about the human body systems including the reproductive, respiratory and digestive systems and how they work. They will also learn about the relationships between humans and microbes both useful and harmful microbes and the effects viruses and bacteria on health.
Food Tech	This term students will be exploring how they can they make their favourite dishes healthier by changing ingredients or the cooking method. We will be preparing a variety of popular snacks and 'fast food' recipes. Our skills focus will be on using a range of small kitchen equipment safely e.g. knife, peeler, food processor.
Life Skills	Safety in the home and at school. This lesson will primarily focus on the dangers of electricity, fire, gas and water. The group will learn to identify possible dangers in different rooms in the house and at school. Safety Signs will be observed and their meaning learnt. The group will learn simple safety routines when using household appliances.
Art	AQA Art & Design: Research and record ideas influences and inspiration responding to individual themes. Practise and develop knowledge of materials and processes to express ideas. Draw from close observation, memory and imagination. Re-visit colour theory and painting skills.

	Work on the Theme of Colour and Pattern in Fine Art looking at Artists such as Klimt.
Drama	Devising and making a film. Students to use the camera, devise a story board and edit their footage. They will work together on every aspect of making and performing in a film.
Music	Exploring elements of the Blues, Pop & Rn'B using voices, keyboards and guitars.
PE	<p><u>Invasion Games</u></p> <p>In this unit pupils are introduced to the skills needed to play a simple game of football. For pupils already familiar with techniques associated with the game they consolidate their knowledge and skills.</p> <p><u>Rebound Therapy</u></p> <p>In this unit pupils use the trampoline for therapeutic exercise, while attempting to replicate and improve individual techniques. With steady progression pupils work to build confidence and self-esteem.</p> <p><u>Swimming</u></p> <p>Once a week students develop competence and confidence through accessing an allocated swimming slot at one of our local leisure centres.</p>
LEGO Therapy	<p>The students will acquire the basic skills needed to make the most out of a LEGO-based intervention. In order to prepare the students for collaborative building they need to develop basic motor and cognitive skills such as:</p> <ul style="list-style-type: none"> To sort similar LEGO pieces by shape, colour and size. - To find specific pieces that match a picture of that piece - To identify and label pieces using verbal descriptions of colour, shape and function (brick, hinge, ladder, window, door, tool, floor plate, roof, shingle...) - To combine pieces - To follow simple visual instructions.
Enterprise	<p>In this first part of the course students will work on the following concepts:</p> <ul style="list-style-type: none"> - What is an enterprise and an entrepreneur? What skills do you need in enterprise?

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| | <ul style="list-style-type: none">- Investment, profit, the need of admin skills. Roles distribution.- Product ideas, brands, marketing, market research.- Manufacturing, work distribution. |
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Students will also run an enterprise project to put into practice the learned concepts and to experience what is like to set up a business.