

Ash Meadow School Pathways Curriculum Key Stage 4

Learning, developing, engaging, participating, creating, exploring, interacting, achieving, succeeding and having the best life possible!

At Ash Meadow School, our students in Key Stage 4 have the opportunity to study accredited learning programmes based on their intended pathways from their studies at Key Stages 1 – 3.

Students will study a range of subjects including but not limited to:

- English including Functional Skills Programmes, Entry Level 1-3, and up to level 5.
- Communication including a range of Phonics programmes and communication devices to support non-verbal students (e.g. Speak for Yourself Application AAC on iPad)
- Mathematics including Functional Skills Programmes, Entry Level 1-3, and GCSE's.
- PSHE (which includes British Values and SMSC learning)
- Personal Development.
- Physical Education including swimming, Duke of Edinburgh, optional sports and many more.
- Life Skills and independent living.
- Employability.
- Career options such as photography, Art, Food Technology, Sports, Hair & Beauty, Teaching, Administration and other personal interests from students.

The specialist teaching team in the Key Stage 4 provision work closely with the students care teams to promote transferring learning from the education environment to real-life situations. It is imperative that all work experience is chosen carefully by the student and their education and care team to ensure the student is successful and develops real job satisfaction and a wide range of experiences to choose from.

Exam boards that we use include:

Students are accredited for their work across the curriculum through a range of sources such as ASDAN, Equals 'Moving On', AQA, Arts Award, Science Award. Our Pathways (Key Stage 4) Curriculum provides the building blocks in preparation for transition into college provision. At Ash Meadow School we strive to provide an engaging, exciting and personalised curriculum which awakens potential and supports our students to excel in their self-esteem and grasp how important they are as members of our school and the wider community.



Subject A	reas		TERM 1 –	TERM 1 - Nonfiction TERM 2 - Fiction TERM 3 - Shakespeare			hakespeare	
				COHORT	A+B Functional Skil	+B Functional Skills English Entry Level 1 - Level 2		
FUNCTIONAL ENGLISH Functional Skills Entry 1 – 3	R		Reading words Newspapers & Magazines Recipe books Plan journeys using Road Maps	Understanding text Signs in the community Recipe books Research organisations that work locally.	Purpose of text Roald Dahl Collection The Twits	Meaning of words George's Marvellous Medicine	Understanding organisational features The Merchant of Venice	Locating relevant information King Lear
Level 5 GCSE ASDAN	W SpaG		Communicating information Writing letters to obtain information. Write a review for a piece of media. Punctuation	Level of detail and length Write about a project you were involved in. Write for a newspaper or magazine Irregular plurals		sentences and paragraphs First, second and third place letters Create an	Purpose of Text Write a script for a play. Add a modern scene to Shakespeare play or write an alternative ending.	Audience of Text Spelling words Spelling and identifying words in Elizabethan English
	SLC	4	Extracting information Collect information about a social local issue.	Making Requests Entertain a group of people. Obtain information in different ways.	Communicating Information Design a campaign to promote your community.	Responding to questions Give an illustrated talk on a topic.	Follow discussions Organise and cast roles for play. Create props and scenery	Contribute and turn take Practice and perform Shakespearean play.
ACDAN				COHORT C A	SDAN Personal Pro	gress Entry Level	1 Award – Diploma	
ASDAN Personal Progress Entry 1 Award- Diploma	R (3)		Following text/ story Stories from around the world (Asdan).	Selecting texts Visit school/local library Read text in the community – sigh post, bus timetables etc.	Join in music to stories, sounds of animals, different voices of charters.	Communicates Story Uses communication devices to join in with stories – (voice recording books) records own stories. Experience likes and dislikes to stories from books and on the news.	Match symbols, objects, and words Matches symbols to story books. Can match object photos words and characters to different stories.	Recognise letters and words Continues to increase phonic levels Uses phonics knowledge to read CVC word. Increases fluency in reading.



	W (3)		Choose signs and symbols Can make sentence using signs and symbols. Answers questions using signs and symbols.	Use letters and words Can form all letters. Starts to use letters to make words. Can write short sentence.	Tracing, overwriting and copying – all lines, shapes, letters and words.	Presentation All pupils will present their work inline with their level. Make posters, PowerPoints and books to present work.	Letter and word formation To develop fine motor skills. Be able to write letters or words using fingers in sensory tray, in paint with finger or big tools (paint brush sticks etc). to from words and letter with chunky pencils To writ letter and words on a line.	Phrases and sentences To voice record phrases and sentence. To write down short sentence and phrases. To extend their work.
	SLC (3)		Respond to signs, symbols and words Use signs, symbols or words to talk about the stories or request items.	Respond to prompts and questions Use sign, symbols and words to answer questions in relation to topics.	Make simple requests Request items need in class. Request items in everyday life situations.	Ask simple questions About the text, in everyday life.	1:1 conversation Learn how to answer questions appropriately and learn to extend their answers.	Group conversations Discuss as a group different subject. Learn to debate about subjects.
				COHORT	ΓA+B Functional Sk	ills Maths Entry Le	vel 1 - Level 2	
MATHS Functional Skills	NS	4	Num Choose 3 models of canew, 1 year old and 5 Create a puzzle using and numbers. Underst value for decimals. Order positive and neg decimals and fractions	ars find out the price years old. a crossword gride tand and use place gative integers, a use a number line.	Compare and Compare and approxin real life situations. Peri Whole and part numbe Four operations	nate measurements in meter, weight, rs	Problem Use given mathematical inumbers, symbols, simple Recognise, understand a mathematical terms appropriate in real life situation. Use the methods given all and present results that in Present appropriate explainmeasures, simple diagram symbols appropriate to so	nformation including e diagrams and charts. nd use simple opriate to the problem ns. oove to produce, check nake sense. anations using numbers, ns, simple charts and olve problems.
Entry 1 - Level 5 ASDAN Personal Progress Entry 1	MSS			D shapes I 3D shapes	Position Area and perimete Use area and perimete Triangle, parallelogram square and trampoline Use your knowledge to perimeters.	perimeter or formula for a or, rhombus, rectangle, and circle.	Using money in real life s change in shops, use a cacheckout. Manage a budget. Look at house prices, ren of living. Find out the value of the pathe us dollar and 1 other of Compare 3 different bank	ituations. Work out and to pay at the tetc and compare areas bound against the euro, currency.



Award- Diploma	D		Learn to measure the angle of elevation.		Measure/ Representation Describe, sketch and draw and draw using conventional terms and notations: points, lines parallel lines, perpendicular lines, right angles, regular polygons.	Probability/ Data Collecting data Organise data Represent your data Analyse your data Draw some conclusions.	Measure/ Representation Derive and apply formulae to calculate and solve problems involving perimeter and area of triangles, parallelograms, volume of cuboids and prisms.	Statistics Interpreting data and summary statistics. Keep a record of how you use your time, make a chart, and show the percentage. Compare with other students.
				COHORT C A	SDAN Personal Pro	gress Entry Level	1 Award – Diploma	
	N		Use numbers up to 20 use numbers in real life situations. Find numbers in the community.	Read, write, and order numbers to 20 Use numbers in real life situations form a shopping list taking orders in the school café etc.	Recognise and use +, - and = Work out different maths sums used in everyday experiences.	Add numbers to 20 Add up number to 20 using real life items for example in the school shop or café.	Subtract numbers to 20 Subtract up number to 20 using real life items for example in the school shop or café.	Recognise and write numbers in words and digits And use the number in everyday life situations. For example, on a bus timetable .
	М		Coins and notes Learn all money Set up a class business and work out the cost of each item.	Using money Use money in real life situations. Have a mini enterprise business with your class to make money.	Time of year Learn and know each season. When the clocks change.	Telling the time Learn to tell the time and understand your routine and what time you take part in different activities. Learn to manage your time.	Length, height and Weight Compare the length, weight and height and different objects in school, at home and in the community.	Capacity and Volume Learn about different capacity and volume through baking.
	SS		continue the pattern. Look at pattens on ar	attens in clothing and	Select, group and sor Be able to select different Categorize different ob Recognise the different everyday objects.	rt objects ent household objects. ject.	Order Order your day, activities, time.	Representation Representation of numbers to 20 using words, number, Makaton, and quantity.
SCIENCE				СОН	ORT A+B AQA Scier	nce Entry Level 1-3	Certificate	
EL Certifica (Single/Double a Entry 1 – 3	award)	2	Biology: The Human How the body works How the body fights of How the body is coord	lisease	Chemistry: Elements compounds. Atoms, elements and of the How structure affects processed by Separating mixtures Metals and alloys Polymers	compounds	Physics: Energy, forces matter Energy, energy transfers Forces and work Speed and stopping distantantantantantantantantantantantantant	and energy resources



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		Biology: Environment inheritance. What are the feeding living organisms. What determines whe How life has developed	relationships between	Chemistry: Chemistry Reactions of acid Energy and rate of reactions atmosphere Fuels and human impatmosphere Water for drinking COHORT (action	Physics: Electricity, magnetism and waves Electrical current Domestic electricity Magnetism and electromagnetism Different types of waves Electromagnetic waves
		Biology Cells and organisation The skeleton Nutrition and digestion Reproduction Life cycles Health		Chemistry Chemical reactions Changes of state Chemical symbols Periodic table Earth		Physics Energy Motion and forces Electricity Space
			COHORT A+B (OPEN AWARDS Fui	nctional Skills ICT E	Entry Level 1 - Level 5
Personal Progress ASDAN Developing ICT Skills Functional Skills Entry 1 - Level 2 ASDAN Personal Progress Entry 1	2	Using ICT Systems Learn to use different ICT progress Word, excel PowerPoint.	Using ICT Systems Learn about LAN (local Area Network) Different types of storing media Learn how to install operating systems.	Finding and selecting information Use different search engines. Save and share web pages. Identify the ways, and investigate how, we communicate online.	Developing, presenting and communicating information Spread sheets, Microsoft Word, PowerPoint, using a range of technology including iPads, computers.	Developing, presenting and communicating information Take information from one format and represent the information in another format including use of bar charts. Organise and represent information in appropriate ways including tables, diagrams, simple line graphs and bar charts Graphs Pie charts
Award- Diploma		COHORT C ASDAN Personal Progress Entry Level 1 Award – Diploma				
•		Using ICT; Us	sing ICT in the hom	S	eloping ICT kills (4) community; Using	ICT to prepare for a special occasion.
			COHORT A+B	Employability Ent	ry Level 1 – Level 2	Award – Certificate



EMPLOYABILITY AND PROFESSIONAL DEVELOPMENT Employability Entry 1 – Level 1	 Effective skills, for learning and Personal Skills Taking part Preparing for a interview Presentation skills 	auditing in an interview nd taking part in an kills	 Developing Customer Service Skills Customer Service Telephone manner and key skills Dealing with problems Dealing with problems Problem solving skills for work Dealing with difficult situations Personal Progress Entry Level 1 Award – Diploma to Level 2 Applying for Jobs and Courses/Jobs and Cours		on/ email responses instructions ng targets f appraisals	
Award-Certificate ASDAN Personal Progress Entry 1 Award- Diploma		s in the Workplace done ety		s in the Workplace	_	s in the Workplace
PE Non accredited ASDAN Personal	Orienteering Take part in an orienteering exercise. Work collaboratively to plan and prepare an orienteering course. Work collaboratively to complete a timed orienteering course.	Fitness Circuit Move over or round an obstacle with control. Show control and balance when travelling along a pathway. Show control when rolling and bouncing a ball.	Martial Arts Learn different martial arts in the Olympics - Judo - Boxing - Karate - Wrestling	Yoga/ Aerobics Learn different Yoga poses. Yoga for meditation and wellbeing. Yoga around the world. Take part in Aerobic classes.	Basketball/ football/ netball/ cricket/ rounders Work as part of a team. Play matches again different classes / schools.	Outdoor Activities/ choice Choose different outdoor activities to take part in.
Progress Entry 1 Award-Diploma		COHORT C A	SDAN Personal Pr	ogress Entry Level	1 Award – Diploma	
Awaru-Dipioina			Participating	in sporting activities		
	Orienteering	fitness circuit	Martial arts	Yoga	Basketball	Football
	Netball	Cricket	Rounders	Athletic	Gymnastics	Dance
	Rugby	Hockey	Swimming	Dodgeball	Baseball	Table tennis



PERSONAL		COHORT A-B Duke	e of Edinburgh Award Bronze-Gold, COHORT C Non-accredited				
DEVELOPMENT Duke of Edinburgh Award Bronze-Gold Accredited	1	Volunteering Cafes, schools, internal office, market stall, volunteer for a foodbank, random acts of kindness, improve the environment, British Red Cross.	Communication, teams self-management and wo Physical Cycling, walking, padd			Plan an expedition with an aim such as Wildlife <i>I-Spy, Litter Bugs,</i> planned by the group without outside assistance. First aid and expedition skills necessary.	
		Healthy Relationships Entry 1 – L	•	cal Health and Men	tal well-being Entry 1	I – Level 1 Award-	
LIFE SKILLS Healthy Relationships Entry 1 – Level 1 Award Physical Health and Mental well-being Entry 1 – Level 1 Award-Certificate ASDAN Personal Progress Entry 1 Award-Diploma	2	Sex and Relationships (2) 6 modules consist of Body knowledge Relationships Sexual activity and behaviour Contraception and sexual health Personal skills Culture and society Healthy Lifestyles Exercise Eating Cooking Preparing Shopping	Health and Personal de Washing Cleaning Looking after the Signs of illness Bronze, silver, go Dealing with Managing money Budgeting How to seek help Substance Miss Drugs Alcohol	 Cleaning Looking after the classroom/ home Signs of illness Bronze, silver, gold awards. Dealing with Problems Managing money Budgeting How to seek help Substance Misuse Awareness Drugs 		Stress Management Techniques Identify things that make you stressed Identify techniques to reduce stress Identify techniques to calm down Emotional Wellbeing/Personal Resilience Peer groups and friendships Staff involvement How to recognise and ask for support	
				Short courses			
OPTIONS ASDAN Short courses		Up to level 5 GCSE Pathway • English • Mathematics VOCATIONAL • Computing • Construction • Photography	 WORK-RELATED Careers and Experiencing work Enterprise 	PERSONAL/SOCIAL • PSHE • Citizenship	 SPORTS/ACTIVITIES Activities and peer tutoring Sports and fitness 	INFORMALAnimal careEnvironmentalExpressive Arts	



ASDAN 7	Towards
Indeper	ndence

ASDAN Personal Progress Entry Level 1 Award-Diploma

- Science MFL French/ Spanish or other language of choice
 - Manufacturing Uniformed
- Hospitality Leadership Land-based

Services

- Volunteering
- Values Peer Mentoring
 - Personal Finance Sex and Relationships Education

Beliefs and

- Adventure and residential
- Football
- Astronomy
- Foodwise
- Living independently
- Gardening
- Road wise

ASDAN Towards Independence

Towards Independence Baking: introduction

Business Enterprise Citizenship Sensory

Current Affairs Coping with People Craft Making Creativity

Developing Communication Skills: Progression Developing Numeracy Skills: Introduction Developing Numeracy Skills: Progression

Engaging with the world around me: Events Engaging with the world around me: Introduction

Engaging with the world around me: Objects Engaging with the world around me: People

Everyday Living Environment E-safety Geography Getting to Know a Group

Independent Living: Progression Horticulture History **Independent Living: Introduction**

Towards Independence Knowing About Myself Living Here **Looking Smart: Introduction**

Meal Preparation and Cooking: Introduction Meal Preparation and Cooking: Progression **Making Pictures**

Money: Progression Money: Introduction Multi-Sensory Experiences

Myself and Others Out in the Community **Performing Arts** Personal care routine: Sensory (suitable for PMLD learners) **Personal Safety Pottery and Ceramics**

Photography/Multimedia Popular Culture **Practical Workshop** Printing Relationships

Sound, rhythm and music Self-Advocacy **Sports Studies Using ICT** The Wider World Using leisure time

Developing communication skills introduction Water Skills Yogacise

Time Management and Self Organisation Recognising and using everyday signs

Using computer technology Towards Independence: Using Transport

COHORT C ASDAN Personal Progress Entry Level 1 Award-Diploma

- Preparing drinks and snacks
- Engaging in new creative activities
- Using local health services
- Developing community participation skills: caring for the environment
- Travel within the community: going places
- Using a community facility over a period of time
- Developing community participation skills: personal enrichment
- Developing skills for the workplace: growing and caring for plants
- Developing skills for the workplace: looking after and caring for animals



	Digiti atales						
	Developing awa	reness: All about me					
			Cohort	GCSE Year 9 Onwards	UP TO LEVEL 5		
GCSE ASDAN	 CORE SUBECTS INCLUDING BUT NOT LIMITED TO Physical education Accelerated Progress English Level 4-6 History Accelerated Progress Mathematics Level 4-6 Geography Computer Science and ICT Level 4-6 Modern Foreign Languages Food Preparation 						
			Cohort Ed	qual Programme			
Equals English	Creating an Interest Poetry, Plays and Songs Look at short poems and find rhymes, rhyming words. Compare non- rhyming poems/riddles, limericks and story poems. Review a set of poems and look at mood and comedy in poems. Perform a poem using musical instruments, using instruments that match the different sounds Write a rhyming poem with minimal support. Watch a short play or study a short play and act it out. Look at characters, and the beginning and end of a story. Review the play with	Read and create sensory stories using props, costumes, masks, puppets and scenery. Explore books with versions in written text, audio tape or video and make	Literacy for Information Magazines and Newspapers Contribute to class and/or school newsletter. Interview people in school for news items Write about and/or take pictures of a school event Access magazines/ newspapers in different ways. Locate specific information in newspapers Create headlines for displays in school. Using a Library. Visit the local library Join the library and experience Identify fiction and non-fiction books With help look up a book on the computer library	Using Leisure Facilities Set up a range of leisure activities for students to experience. Creative invitations, diaries, reports etc on the events. Create PowerPoint of students exploring the different activities. Create nonfiction sensory book about the different leisure activities. Using the Internet Access the internet using a range of technology. Explore maps on Google Earth.	Letters and postcards Create a big scene Record a message Students to practise giving messages to staff Make cards for family Visit a local shop and/or Post Office to buy and send stamps Design your own stamps.	Literacy for the Future Form Filling and Personal Details Practice writing, speaking, and recording personal information. Write about past experiences and major events, previous schools, homes. Activities on likes/ dislikes/strengths/ weaknesses Complete simple application form. Keep a diary. This is Me and Personal Statements Using personal information Students to choose favourite photos from subjects and leisure activities. Students to draw/paint/collage pictures of their family	



	reasons and	endings for the same	_		research. Research the	•
	improvements.	story.	book.		celebrity using books	PowerPoint with
	Brainstorm ideas for	Create books for	Bibliography and		and internet. Make a	students.
	own play: including	different audiences	Factual Literature		scrapbook, PowerPoint	
	characters, writing	Visit the theatre,	Find information on a		presentation or poster.	Activities on
	dialogue and story	cinema, local radio	specific topic from		procentation of poster.	likes/dislikes
	_		•			Put personal
	line for a play Video	or TV station.	non-fiction books and			information into a
	and show the play	Meet/invite into	magazines			
		school local actors,	Explore and present			simple CV using
		TV or radio	information on a			pictures, symbols and
		presenters.	hobby or favourite			writing.
		Re-enact favourite	subject			
		films, TV	Take photos of books			
		programmes or	to make a pictorial			
		theatre shows.	dictionary.			
		Make a scrapbook of favourite characters	Create a poster to advertise a school			
		on the TV, cinema or	event.			
		theatre.				
		Produce promotional				
		literature to advertise				
		or accompany a film,				
		theatre show or TV				
		Maths for Life	Maths for the	Maths in Everyday Life		the Future
	Maths for Design	Shopping.	Community	Measurement and Volume. Prepare drinks, snacks and		rprise
	Repeating Patterns	Making a shopping list	Mans Travel and	meals, using jugs, cups and	Set up and run over a period of tim Use a set budget to hold an event.	e a mini enterprise activity
	Copy and continue a simple pattern	Compare prices of items	Timetables.	spoons to measure liquids	Raise money for a charity by holdir	ng a one-off enterprise activity
	Create your own repeating	in different shops	Plan a route to different	and dry ingredients.	Hold a dragon's den event.	.g
	patterns	Using different types of	venues	Bake a cake!	Bespoke T-shirt printing.	
	Research and present a	shops providing a range	Plan an individual timetable	Participate in leisure activities		ork
	project on repeating patterns in the environment	of services Using different types of	Using different ways of	such as Boccia or Kurling, record distances scored.	Working to a timetable in an enterp	orise activity.
	Use printing methods to	checkouts	travelling in the local and wider area	Make a map of your	Learning to be on time as part of so	chool timetable and then follow on
	design decorative items	Exchanging money	Make a sensory map of the	classroom or school using	into leisure and work.	shoot amotable and aren renew en
	Use stencils	while shopping	classroom, school grounds,	measuring equipment.		
Equals Maths	Shape, Colour and	Internet shopping	routes around school Make a sensory map of the	Make an item out of fabric	Using public transport to get to and	I from work.
	Space		classroom, school grounds,	using a tape measure.	Using any income appropriately	
	Explore a range of different shaped and coloured objects	Domestic Appliances.	routes around school	Asking for appropriately sized	Transfer of the second separation of the second sec	
	from within different	Using a range of appliances to set temperature, time,	Use a Bee Bot to plan a route.	drinks in café or pub. Know your own clothes and	Developing routines within the work	kplace.
	environments	speed of programme	Set up an obstacle course.	shoe size.	Developing number skills where ap	propriate to the job for e.g. in a
	Find shapes in the environment	microwave, cooker, washing	Using Leisure	Weighing and Cooking	hotel, counting out items on a bedr	
	Experience the effects of	machine, food processor.	Facilities	Using different types of	residents or at a garden centre, pla	
	rotation	Using switches to operate appliances	Visit the local leisure centre to	weighing scales Weighing ingredients required	trays Financial P	oenone ihility
	Understand positional	Playing games on iPad,	participate in sports Use a stopwatch to time	for a recipe.	Learn about opening a bank accou	esponsibility nt. paving into and withdrawing
	language Study famous works of art	Touch screen, computer	events	Dividing provisions between	money from an account.	, paying into and manaraming
I I	Design	Telephone and	Keeping score Measuring distances	different storage containers Estimate amount of food	Budgeting for an event.	



	Design a painting using splatter print, hand/foot prints in certain colours. Create, plan and design a hat/T-shirt/mask Design a bedroom Design a mini garden Design a textile item	Practise recognising numbers Simulated telephone exchanges Using personal communication devices Using telephone directory and online directory Using a mobile phone for talking, texting and FaceTime Using a mobile phone: extras such as calculator, clock, calendar and alarm	Visit local facilities for shopping Visit and use the local cinema, theatre. Buy tickets and locate seats Money Use money and arrange a practical activity in school such as enterprise Students raise money for a charity Sort and recognise coins and notes Exchange money	Using other electrical equipment such as Multichip and hand blender Using different kitchen appliances. Setting the temperature on different appliances Time Keeping individual diaries and calendars Personal timetables Create displays and sensory experiences to show the differences in the seasons. Set personal targets to a time scale Time activities Use clocks or a watch	Having a school enterprise bank as Budgeting own pocket money or all Paying for own entrances, fares, possigning and budgeting menus for Carrying your own money safely for Different methods of payment such gift token/cards. Managing your own phone either be	llowances. personal items for e.g. toiletries. per their own meals. per e.g. in a wallet, purse etc. per as cash card, cash, PayPal and per pay as you go or on contract
Equals ICT	ICT and Creativity Part 1 - Film Making. Part 2 - Creating Stories Part 3 - Creating Music/Sounds	ICT for Pleasure, Leisure and Information Part 1 - Use of Community ICT Facilities Part 2 - Touch Technology including iPads Part 3 - Digital Photography	ICT for to Part 1 - Using Search Engines Part 2 - Presenting Personal Interest Part 3 -Shopping; on line (interest	formation and C.V.s.	ICT in Enterprise Part 1 – Design; Corporate Images, Logos Part 2 – Animation Part 3 - Promotion and Advertising	Keeping in Touch Part 1 – Exchanging Information; E-Mail, Texting, Using a mobile phone Part 2 – Exchanging Information; E-Mail, Texting, Using a mobile phone Part 3 – News Sharing
Equals sex and relationships education	Developing good relationships and respecting the differences between people Part 1 -Communicating about feelings and relationships Part 2 - Crisis and response	Developing a Healthy, Safer Lifestyle Part 1 - Safe relationships and lifestyles Part 2- Personal care and hygiene	Sex and Relationship Education Part 1 - Understanding my bodily needs Part 2 - Teenage pregnancy	Sex and Relationships Education Part 1 - Sexual health Part 2- Relationships and divorce	Sex and Relationships Education Part 1 - Pregnancy and birth Part 2 - Sexuality and enjoyment	Life Processes and Living Things Human reproduction
			Equals Ac	dventure year 10		
Equal moving on programme	Science Heating and cooling Electricity and manma Mini beasts and insets Technology Hats and /or masks Changing basic food re Design and decoration Foreign cultures European culture Language Lifestyles	ecipes	Independ PSHE Road safety Personal hygiene Sexuality education/ re Citizenship The emergency service Local current affairs Local environmental is Leisure and recreation School lunch time club Dance Aromatherapy	ses ssues ons	Vocation Work related learning Teamwork at school A job study Safety in school Careers Preparing a one-page pr Setting personal targets Placements	rofile



Wider world Creativity Music- making and using instruments Art – sculpture Drama – Mine and role play Humanities Religious worship and festivals sea, river, and lakes king and queens	Daily living skills House/ indoor gardening Preparing snacks Cleaning routine	
	Equals Explorer year 11	
World studies Science Materials in the home Natural energy Endangered species Technology Making an item for display Healthy soups Using resistant materials Foreign cultures Asian culture – language Language Wider culture Creativity Classical musical appreciation Art 2D representation Drama – movement and gesture Humanities Religions workshop and festivals Population – cities, towns, and villages Modern times	Independent living PSHE A healthy lifestyle Family and friends Body awareness and physical change Citizenship Mini enterprise financial planning National current affairs National environment issues Leisure and recreation Making a collection Swimming The gym Daily living skills Outdoor games Preparing picnics Using cleaning products	Vocational studies Work related learning Voluntary jobs in the community Work experience at school First aid and getting help Careers education and guidance valued student choices Self-presentation Personal carers action plan