



.....to engage and motivate students to continue their love of learning and connectedness while temporarily learning@home.

Year 7 2020

Term 2 Curriculum Overview

Course	Focus Unit/s		
English	Novel Study Students examine one novel in detail to deepen their understanding of seven elements of fiction: setting, narrative voice, characterisation, structure, genre, theme and purpose.		
Maths	Fractions, Decimals and Percentages Students further extend their understanding of numbers to include the numbers in between the integers and work with the four operations on fractions and decimals.		
Science	States of Matter & Separating Mixtures Students use the properties of matter to explore methods for separating mixtures. The Solar System and Space Exploration Students trace our understanding of the universe across time and cultures from the early astronomers to current missions to explore inter-stellar space.		
Geography	Place and Liveability Students investigate the factors affecting the liveability of places such as access to services and facilities, environmental quality and a sense of community. Students develop an understanding of different perceptions of liveability. Students are introduced to the process of geographical inquiry and use their understanding to investigate the liveability of their local community through fieldwork. They use their findings to propose strategies to enhance liveability.		
PDHPE	Passport to my Body This unit of work will provide students with the opportunity to explore puberty and reproductive health. They will develop an understanding of the physical, social, and emotional changes as they progress through adolescence. Students will be provided with the opportunity to reflect on the range of challenges that they have experienced thus far and develop a bank of positive coping strategies.		
Latin	The town of Pompeii Focus: Personal pronouns, Verb endings. The forum, law courts Focus: three declensions.		
Technology Mandatory	<table border="1" style="width: 100%;"> <tr> <td style="width: 50%;">Digital Technologies The students will be taking on the role of a game designer working for a large computer game company. Using Scratch, students will be researching designing and making an original game for one of their friends to play whilst they are self-isolating and produce a design portfolio on the process of designing and making the game.</td> <td style="width: 50%;">Food Technology Students will learn about making healthy food choices and about Australian Bush Tucker ingredients. Students will investigate the food eaten by traditional people of Australia and the range of food products that can be manufactured from native produce. Students will develop knowledge and understanding about healthy food options for teenagers. Their final project will be creating an eRecipe Book of Bush Tucker Recipes using Adobe Spark. If possible, they will participate in practical food preparation lessons at home.</td> </tr> </table>	Digital Technologies The students will be taking on the role of a game designer working for a large computer game company. Using Scratch, students will be researching designing and making an original game for one of their friends to play whilst they are self-isolating and produce a design portfolio on the process of designing and making the game.	Food Technology Students will learn about making healthy food choices and about Australian Bush Tucker ingredients. Students will investigate the food eaten by traditional people of Australia and the range of food products that can be manufactured from native produce. Students will develop knowledge and understanding about healthy food options for teenagers. Their final project will be creating an eRecipe Book of Bush Tucker Recipes using Adobe Spark. If possible, they will participate in practical food preparation lessons at home.
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Music	Film Music This unit presents an exploration of the music used in a selection of films of the 20th and 21st Centuries. It delves into the ways in which a composer can use music to represent a character, create a range of moods, as well as evoke a particular time or place.		
Visual Arts	The Elements and Principles of Art- Drawing essentials Drawing fundamentals, observational drawing, tonal drawing, composition and ICT Skills. A structural foundation based on the key elements of drawing. Students will apply skills and techniques introduced during Term 1 to develop a diverse Body of Work observing their immediate world and surrounds. This collection of works will then form the content for an online, digital portfolio.		
Cornerstone	This term students will continue to explore the big ideas of the world through reading, discussion, reflection and journaling.		
Learning2Learn	Skills and Thrills Students will continue to develop their skills in organisation, Canvas and collaboration.		