

# STEAM

YEAR 7	Term 1	For Music in STEAM:Students are learning about elements of rhythm, texture and structure by composing, performing and analysing pieces using body percussion. They are then extending and developing this knowledge by practically exploring samba music from Rio de Janeiro.
YEAR 7	Term 2	Drama in STEAM:Students will learn how to devise, perform and evaluate drama through the exploration of genre and dramatic practices. They will develop their skills in teamwork, communication and empathy, becoming reflective and creative individuals that have the confidence to explore and question the world around them, because after all 'all the worlds a stage and all the men and women are merely players'.
YEAR 7	Term 3	Computer Science in STEAM:Students are learning about the different elements needed to make a website. Learners will be gathering information about their band/football team and portray this in a HTML 5 program / website publisher like Wix. They will be creating profiles for the teams, designing their own logos and they will draw up budgets in Microsoft Excel and creating an online merchandise shop. The students will also be using Photoshop to create their final logos for their website.
YEAR 7	Term 4	Discovery Award in STEAM:The Discovery Crest Award offers an introduction to real project work. Students will work in groups to solve STEAM challenges with minimal staff intervention. Students will then present their work. This award enables students to develop team work and hands-on investigative skills.
YEAR 7	Term 5	For Science and Art in STEAM:Students are learning about Volcanoes, what they are and the different types you get. They will then get to build and paint their own volcanoes and test out different eruption recipes. During these activities they will learn different skills including how to do research, planning, designing, teamwork as well as evaluating their projects afterwards.
YEAR 8	Term 1	Computer Science in STEAM:Students are learning about the different elements used to code an HTML website. Starting off with the basics and taking it every week further. We are will be looking at adding text and formatting and styling it. Adding pictures, tables, inline CSS, hyperlinking and formatting websites.
YEAR 8	Term 2	Bronze Crest Award in STEAM:The Bronze Crest Award offers an introduction to real project work. Students will work in groups to solve STEAM challenges with minimal staff intervention. Students will then present their work. This award enables students to develop team work and hands-on investigative skills.
YEAR 8	Term 3	Computing in STEAM:Year 8 are doing future technologies. So they will have chance to look and use old technologies and then explore what new technologies will look like. Each lesson will be based around and area of computers that we do not cover normally such as AI, Robotics and technology in the movies. The unit will end with student working in groups to invent a new piece of technology.
YEAR 8	Term 4	For Music in STEAM:Students are learning about elements of rhythm, texture and structure by composing, performing and analysing pieces using body percussion. They are then extending and developing this knowledge by practically exploring samba music from Rio de Janeiro.
YEAR 8	Term 5	