

KS3 Curriculum - Science

The aim of the KS3 Science curriculum at Queensbridge is for pupils to develop a love of the subject through engaging, exciting and relevant learning. We hope to capture pupil attention and interest from their veery first lesson and embed a passion for the subject supporting committed and confident learning.

By the end of KS3, pupils should have:

- Developed a variety of skills such as how to complete practical experiments safely, undertake chemical analysis and use scientific formulae.
- Developed a high level of competency in literacy having written a variety of scientific methods and reports.
- Been introduced to key scientific vocabulary.
- Developed mathematical literacy through tasks such as data analysis, drawing graphs and sampling populations.

Year 7

Methodology:

- Pupils will become immersed in the world of Science through four engaging themes – cooking with chemistry, CSI, astronomy and jungle adventurers.
- Pupils will be introduced to fundamental Scientific concepts and processes

Skills:

Throughout each theme students will develop a skill set which will support successful learning throughout both key stages. These will include:

- Practical experiments
- Data analysis
- · Creative thinking and modelling
- Problem solving
- Written presentation

Content:

- Cooking with chemistry
- Astronomy
- CSI
- Jungle adventurers

Year 8

Methodology:

- Pupils will build upon concepts introduced in year 7, providing a more detailed understanding in each Science discipline. Their immersion continues with new engaging themes 7 Billion, End of the World, The Science of Art and Commonwealth Games.
- Skills will be developed and there will be an increased expectation on retention of key facts and ideas.

KS4 Skills:

Throughout each theme students will develop a skill set which will support successful learning throughout both key stages. These will include:

- Practical experiments
- · Using mathematical formulae
- Analysis
- Evaluation

Content:

- 7 Billion
- End of the World
- The Science of Art
- Commonwealth Games