Serenity School

Inclusion- Independence- Self-worth

KEY STAGE 4 Yearly Overview 2026-2027	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Core Text/Reading	Romeo & Juliet - William Shakespeare	Paper Towns - John Green	The Hunger Games - Suzanne Collins	Coraline - Neil Gaiman	A Monster Calls – Patrick Ness	Water Moon - Samantha Sotto Yambao
Themes	• Love • Conflict • Fate and Destiny • Youth vs Age • Violence • Family and Loyalty	• Identity • Love • Friendship • Adventure • Perception vs Reality • Coming of Age	• Survival • Power and Control • Inequality • Identity • Violence • Rebellion	• Identity • Courage • Fear • Family • Appearance vs Reality • Growing Up	• Grief and loss • Truth and honesty • Guilt • Emotional complexity • Powerlessness	• Time • Love • Loss and Grief • Fate and Destiny • Second Chances • Identity
Writing Outcomes- Linked to Functional Skills.	EL3: Writing simple sentences about the story Identification of key characters (e.g. Romeo, Juliet, Tybalt) Description of events in a scene using short statements Expression of character feelings using basic vocabulary Sequencing events from the play in the correct order L1: Description of characters and their relationships Explanation of key events in important scenes Identification of main themes (e.g. love, conflict, family) Explanation of characters' actions and motivations L2: Explanation of characters and their relationships with some detail Explanation of key events with clear reference to the text Exploration of main themes (e.g. love, conflict, fate) with examples Explanation of characters' actions with some consideration of reasons and consequences Identification of changes in characters or relationships across the play	EL3: Identification of key characters (Quentin, Margo, Ben, Radar) Description of main events using simple sentences Expression of characters' feelings using basic vocabulary Sequencing events from the story Recognition of simple ideas about friendship and adventure L1: Description of characters and relationships Explanation of key events in the story Identification of main themes (friendship, identity, adventure) Explanation of characters' actions and choices L2: Explanation of characters and relationships with detail Explanation of key events with reference to the text Exploration of themes (identity, perception, coming of age) with examples Explanation of characters' decisions, including reasons and consequences Identification of character development (e.g. Quentin's changing perspective)	EL3: Recognition of key participants in the Games (tributes, Capitol figures) Description of events in the arena environment Sequencing stages of the Games (Reaping → training → arena → outcome) Identification of danger and survival situations Expression of basic emotions linked to fear, danger, and safety L1: Description of survival strategies used by characters Explanation of key events in the arena and their outcomes Identification of themes such as survival, teamwork, and fairness Explanation of decisions made under pressure Description of alliances and how they help or fail L2: Explanation of how the Games are controlled by the Capitol Exploration of themes such as power, inequality, and sacrifice using examples Explanation of how characters balance survival with moral choices Discussion of how the audience and spectacle influence events Identification of change in characters under extreme pressure	EL3: Recognition of characters linked to the "other world" Description of events involving the door and alternate reality Identification of strange or frightening moments in the story Sequencing events between the real world and the other world Expression of basic reactions to fear and danger L1: Description of the contrast between the real world and the other world Explanation of how the Other Mother behaves towards Coraline Identification of themes such as fear, danger, and family safety Explanation of Coraline's choices when facing threats Description of how appearances can be misleading L2: Explanation of how the Other Mother manipulates and traps Coraline Exploration of themes such as control, temptation, and false security Explanation of how illusion is used to deceive characters Discussion of Coraline's responses to psychological challenges Identification of how reality and illusion are contrasted)	EL3: Identification of characters involved in Conor's experience (e.g. Conor, his mum, the monster, grandma) Description of key events (e.g. the monster's visits, the stories, the final truth) Expression of Conor's feelings at different points in the story Sequencing key events from the beginning to the resolution Recognition of basic ideas about illness, loss, and dealing with emotions L1: Description of Conor's role in the story and how he changes Explanation of key challenges Conor faces (e.g. bullying, family issues, grief) Identification of themes linked to the story (grief, truth, courage, healing) Explanation of how events affect Conor and other characters L2: Explanation of Conor's changing emotions and development throughout the story Exploration of how different challenges test Conor and shape his understanding Discussion of themes such as grief, guilt, and truth using examples Explanation of how key moments (e.g. the final story/truth) influence the outcome Identification of contrasts between characters (e.g. Conor vs Grandma, fantasy vs reality)	EL3: Identification of key characters involved in unusual or magical events Description of moments where time or reality behaves differently Recognition of events linked to memories or dreams Sequencing key moments in the character's journey through time or experiences Expression of simple reactions to confusing or surprising events L1: Description of how memories influence characters' actions Explanation of key moments where time or reality shifts Identification of themes such as memory, love, and destiny Explanation of how characters respond to unusual experiences Description of how past and present are connected L2: Explanation of how memory shapes characters' identities and choices Exploration of themes such as destiny, love, and the passage of time Explanation of how magical or unrealistic elements affect the story Discussion of how characters reflect on past decisions Identification of connections between personal experience and larger ideas about time
Maths	Place Value & Operations	Handling Information and data Fractions	Shape and Space Decimals Percentages	Multiplication and Division -Including Algebra MEASURE, SHAPE AND SPACE	Fractions, Decimals and Percentages.	Handling Data & statistics

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Science Yr 10	Cells, Organs and Genes	Nervous and Endocrine Systems	Atomic Structure and the Periodic Table	Substances and Chemical Reactions	Energy Transfer	Waves & the Electromagnetic Spectrum
Science Yr 11						
PERSONAL GROWTH YR 10	Maintaining Physical Health and Wellbeing	Maintaining Physical Health and Wellbeing	Maintaining Sexual Health and Wellbeing	Maintaining Sexual Health and Wellbeing	Being Financially Aware	Finalising Portfolios
PERSONAL GROWTH YR 11	Respecting Rights and Responsibilities	Respecting Rights and Responsibilities	Promoting Environmental Awareness	Promoting Environmental Awareness	Finalising Portfolios	Finalising Portfolios
HEALTH & SOCIAL CARE	Service Provision and Roles within Social Care	Service Provision and Roles within Social Care	Principles and Values of Social Care	Principles and Values of Social Care	Health and Safety in Social Care	Health and Safety in Social Care
ART	Investigate sources of ideas in art and design	Investigate sources of ideas in art and design	Explore and use art and design materials, techniques and visual language	3D visual communication	Produce final art and design work	Produce final art and design work & portfolio sign-off
BTEC Food	Be able to plan a nutritious, home-cooked meal using basic ingredients	Be able to prepare, cook and present a nutritious, home cooked meal using basic ingredients	Be able to prepare, cook and present a nutritious, home cooked meal using basic ingredients	Understand how to cook economically at home	Be able to pass on information about cooking meals at home from scratch	Be able to pass on information about cooking meals at home from scratch
Employability Yr 10	Unit 12 Presenting information (M/502/3552) 2 x credits	Unit 12 Presenting information (M/502/3552) 2 x credits	Unit 15 ICT for employment (D/502/3563) 2 x credits	Unit 15 ICT for employment (D/502/3563) 2 x credits	Unit 25 Working in a team (F/502/3538) 2 x credits	Unit 25 Working in a team (F/502/3538) 2 x credits
Employability Yr 11	Unit 32 Job search skills (D/502/3577)	Unit 32 Job search skills (D/502/3577)	Unit 33 Job application skills (H/502/3578)	Unit 33 Job application skills (H/502/3578)	Unit 09 Setting your targets (A/502/3554)	Unit 09 Setting your targets (A/502/3554)
Travel & Tourism	Customer Service in Travel and Tourism	The UK Travel & Tourism Industry	Travel & Tourism Destinations	Careers in the Travel & Tourism Industry	Finalising Portfolios	Finalising Portfolios
Digital Skills Yr 10	Using devices and handling information	Using devices and handling information	Being safe and responsible online	Being safe and responsible online	Transacting	Transacting
Digital Skills Yr 11	Communicating	Communicating	Creating and editing	Creating and editing	Finalising Portfolios	Finalising Portfolios
Core PE	Invasion Games – Football/Tag Rugby	Gymnastics & Parkour	Net & Wall Games – Tennis & Volleyball	ABC: Ability, Balance, Coordination	Striking & Fielding – Rounders/Cricket	Athletics & Fitness
Level 2 Sport Yr 10	Developing Sporting Skills and Tactical Awareness	Understanding Business in Sport	Sports Coaching	Participating in Sport	Participating in Sport	Finalising Portfolios
Level 2 Sport Yr 11	Developing Sporting Skills and Tactical Awareness	Understanding Business in Sport	Sports Coaching	Participating in Sport	Finalising Portfolios	Finalising Portfolios
BUSINESS	Year 1: Principles of Providing Administrative Services Year 2: Understanding How to Develop Working Relationships with Colleagues	Year 1: Principles of Providing Administrative Services Year 2: Understanding Employer Organisations	Year 1: Principles of Business Document Production and Information Management Year 2: Understanding the Safe Use of Online and Social Media Platforms	Year 1: Principles of Business Document Production and Information Management Year 2: Understanding the Safe Use of Online and Social Media Platforms	Year 1: Understanding Communication in a Business Environment Year 2: Finalising Portfolios	Year 1: Understanding Communication in a Business Environment Year 2: Finalising Portfolios
Assessment and Skills builder						
Extra-Curricular	**Trip:** Shakespeare's Globe **Link:** Shakespearean language Conflict and family rivalry Performance interpretation Elizabethan theatre	**Trip:** London Underground Tour **Link:** Ideas of place and belonging Appearance versus reality Discovery and journeys	**Trip:** The Hunger Games: On Stage, Canary Wharf **Link:** The first-ever stage adaptation is now running at the Troubadour Canary Wharf Theatre in London. Curriculum links Dystopian fiction Power and control	**Trip:** Harry Potter Studio Tour **Link:** World-building Special effects Fantasy storytelling Students can compare how imaginary worlds are created.	Trip: The Old Vic Theatre Link: The acclaimed stage adaptation was developed and performed at The Old Vic, which produced extensive educational resources for schools. [assets.old...heatre.com], [theschooltrip.co.uk] Grief and loss	**Trip:** British Library **Link:** As a novel exploring memory, stories, identity and magical realism, the British Library works exceptionally well. Activities Exploring myths, folklore and storytelling traditions

			Social inequality Adaptation from novel to stage		Storytelling Adaptation Physical theatre	Creative writing workshops Examining how stories shape identity