Maths

- Percentages
- Ratio and Algebra
- Statistics
- position and direction.
- Converting measures
- Escape room- Escape from Alcatraz

Science

- Evolution and inheritance.
- Classification Code
- Space

Art /Design

- Photofit descriptions
- Photography workshop
- Fingerprint analysis
- Tool impressions- crime scene
- E-fit
- Graffiti
- Mystery story settings

English

- Balanced discussion of graffiti
- Mystery crime scene and story.
- Witness descriptions and statements
- Formal letter of complaint about the perks current prisoners receive.
- Newspaper reports
- Performance poetry
- Highwayman
- Robin Hood/ Jekyll and Hyde

Crime and Punishment Harlyn class Summer

British Values/PSHE

- The Rule of Law- how laws are made.
- Make laws for a fictitious town/society.
- Honesty best policy

P.E.

Prisoner Drills

Athletics

History/Geography

- Crime trail- geographical skills.
- Origins and History of Alcatraz
- Roman Legacy
- Anglo-Saxon Laws and Justice
- Tudor Crime and Punishment
- Victorian Crime and Punishment
- Differences in Punishment in different parts of the World.

RE

Different places of worship and how architecture expresses each community's way of life.

French

A French Town

A week's routine

Computing

Create an animation.

Writing and debugging algorithms

Music

- Music detectives- create musical journey
- Music to accompany crime/mystery stories