

MYP 1 Yearly Overview

Subject	Unit 1	Unit 2	Unit 3	Unit 4	Unit 5
LANGUAGE AND LITERATURE	How documentaries can and cannot reflect reality	Myths and legends and their influence to modern times	Dystopian societies: seeds of decay, how to prevent them in reality	Poetry overview and reflecting culture/identity through creative writing	Relating Shakespeare to modern times through themes, characters, and communication
SCIENCES	What it means to be a scientist	Living things, cells, healthy choices	Ecology, habitat study, biodiversity	Energy types and sustainability	Physical and chemical changes to materials
MATHS	Number systems	Algebraic Expressions and Equations	Geometric Constructions	Data Managements	Perimeter, Area and Volume
LANGUAGE ACQUISITION	Values and Friendships	The food we eat tell us who we are	Explorig what being part of a family means	Poetry - to expres our thoughts, feelings and ideas	Importance to write letters
MUSIC	Experimenting with different instruments	Using the piano as a means of self expression	Responding to music through our actions	----	----
VISUAL ARTS	Art around the world	3D art and craft	Gender identity and expression	1-2 point perspective	----
PHE	Dodging and Fleeing	Invasion games	Striking and Fielding	Athletics	----
INDIVIDUALS AND SOCIETIES	Conflict and Power in WW1 and Today	The Technologies of Ancient Civilizations and Modern Colonizers	Around the melting pot: longer spoons and longer tables.	Sustainable Settlements (IDU Science)	----
DESIGN	Learning environment design (Systems)	Water tank engineer	Stickers designed and used to help causes	Emboidered flags for third culture kids	----

MYP 2 Yearly Overview

Subject	Unit 1	Unit 2	Unit 3	Unit 4	Unit 5
LANGUAGE AND LITERATURE	Historical fiction interpreting fact from fiction (Creativity)	Lord of the Flies (Perspectives)	Censorship in literature and other media (Communication)	Science fiction through Ender's Game (Connection)	Women's perspective and representation in literature (Creativity)
SCIENCES	Human's place in the world-motion, mass, environmental impact	Who are we?-function and inheritance of genes	Patterns and structures of atoms, chemical reactions, environmental impact	Food, nutrients, digestive system, photosynthesis	Space and Earth's systems
MATHS	Ratios and Percentages	Algebra Linear relationship	Geometry	Data	Probability
LANGUAGE ACQUISITION	Advantages to be able to speak various language	How we pass the time - hobbies	How our communities influence our life	How stories affect us	True Beauty

MUSIC	Music theory: reading music and recognizing elements of notation (Communication)	Genres and structure of chords (Identity)	Music in action: Creating an original song	----	----
VISUAL ARTS	Linocut graphics	Graffiti Art	Recycled Art	Self-Portraits	----
PHE	Athletics and Dexterity (6w)	Volleyball	Badminton	Soccer	----
INDIVIDUALS AND SOCIETIES	The History of Fashion	Islands and Islanders	Iconoclasts and Ancestors	Urban Planning	----
DESIGN	Designing for Limited Mobility	Video Documentary (Communication)	Constructing healthy recipes (Systems)	Toy Design (Communities)	----

MYP 3 Yearly Overview

Subject	Unit 1	Unit 2	Unit 3	Unit 4	Unit 5
LANGUAGE AND LITERATURE	Nonfiction, news reporting, memoirs, <i>Born a Crime</i> (Perspective)	Building familiarity through film (Communication)	The short story (Connection)	Gothic literature: Rebecca (Creativity)	Mystery
SCIENCES	Chemical reactions, life cycle of materials	How we organize the natural world	How we use our understanding of waves, electricity & magnetism	Machines and work	Body systems
MATHS	Exponent Numbers and Scientific Notation	Linear Systems: Simultaneous Equations	Triangles	Volume and Surface Area of 3D shapes	Quadratic Expressions and Equations
LANGUAGE ACQUISITION	What is language	Connecting with our communities	Interests vs Hobbies	Tradition	Use of words
MUSIC	Music around the world	Singing	----	----	----
VISUAL ARTS	Aquarelle (watercolor techniques)	Pop Art	Constructive Anatomy	Pigment (IDU Art)	----
PHE	Dance	Basketball	Volleyball	Handball	----
INDIVIDUALS AND SOCIETIES	Culture Clash: Pride and Hafu	Traders and Trade Routes	We Are What We Eat	Pigment (IDU Art)	----
DESIGN	Architecture and playground design (Communities)	Gamification of Exercise (Development)	Artificial Light (Systems)	Animation (Communication)	----
