|  |  |
| --- | --- |
|   | **GCSE Computer Science**  |
| **Term 1**  | **Term 2**  | **Term 3**  |
| **Year 10**  | **1.1 System Architecture** *Pupils look at the CPU and how the CPU, Cache and RAM work together to process instructions*  | **1.2 Memory and Storage** *Pupils are introduced Cache, RAM, ROM and VM whilst also being introduced to the three types of storage: Optical, Magnetic and Solid State*  | **1.3 Network connections and protocols** *Pupils learn how network connect devices together, along with the hardware required and learn how data is transmitted.*  | **1.4. Network Security** *Pupils look into how Network breaches can take place and how to protect against internal and external threats.*  | **1.5 System Software** *Pupils look at different Operating Systems and their functions, along with user interfaces.*  | **1.6 LSEC** *Pupils will develop a deeper understanding of all the Legal, Social, Ethical and Cultural implications with the world of Technology and Computing.*  |
| **Year 11**  | **2.1 Algorithms** *Pupils are made aware of the types of sorting and searching algorithms. Pupils use said algorithms on sets of data.*  | **2.2 Programming Fundamentals** *Pupils introduced to programming concepts; Selection, Iteration, Operators, Data Types, File Functions etc.*  | **2.3 Producing Robust Programming** *Pupils look at creating programs that can withstand external threats.*  | **2.4 Boolean Logic** *Pupils are made aware of the three Logic Gate: AND, OR, NOT. Pupils record input and outputs of circuits via Truth Table.*  | **2.5 Programming Languages and IDE** *Pupils look at High Level Language and Low Level Language. Translators and Interpreters looking into and IDE’s.*  | **Revision and GCSE Exam** *Exam is usually early May. Lesson(s) spent revising and applying knowledge to exam questions / exam practice.*  |

|  |  |
| --- | --- |
|   | **Enterprise & Marketing**  |
| **Term 1**  | **Term 2**  | **Term 3**  |
| **Year 10**  | **R067 + R068 Marketing** Market Segmentation Market Research  | **R067 + R068 Marketing** Designing a product Product Review  | **R067+ R068 Finance Costs** involved in setting up a business, Sales Revenue, Profit & Loss  | **R067 + R068 Marketing** Branding  | **R067 + R068 Marketing** Developing a Pitch  | **R067 + R068** **Marketing**Developing a Pitch  |
| **Year 11**  | R069: Finance Costs- Fixed& Variable Sales Revenue Profit & Loss Cash Flow Break Even Analysis Operations Planning and Control Human Resource Management Recruitment Training Performance Management   | R069: Marketing The Product Life Cycle Product differentiation Extension Strategies The Marketing Mix Revise research and segmentation Business Ownership Sole traders, partnerships, Ltd companies, franchises Economics External influences Revision exam technique  | R069 Practice pitch to peers Professional pitch to two people Review of pitch and project R069 Review of pitch and project | R067 – revision on all curriculum  | R067 – revision on all curriculum | R067 – revision on all curriculumFinal exam |

|  |  |
| --- | --- |
|   | **GCSE Business Studies** |
| **Term 1**  | **Term 2**  | **Term 3**  |
| **Year 10** | **Component 1: Business activity, marketing and people*** 1. **The role of business enterprise and entrepreneurship**
	2. **Business Planning**
	3. **Business Ownership**
	4. **Business Aims and Objectives**
 | **Component 1: Business activity, marketing and people****1.5 Stakeholders in business****1.6 Business Growth****2.1 The role of Marketing****2.2 Market Research****2.3 Market Segmentation** | **Component 1: Business activity, marketing and people****2.4 The Marketing Mix****3.1 The role of human resources** | **Component 1: Business activity, marketing and people****3.2 Organisational structures and different ways of working****3.3 Communication in business****3.4 Recruitment and selection** | **Component 1: Business activity, marketing and people****3.5 Motivation and Retention****3.6 Training and development****3.7 Employment Law** | **Component 2: Operations, finance and influences on business** **4.1 Production processes****4.2 Quality of goods and services** |
| **Year 11** | **Component 2: Operations, finance and influences on business** **4.3 The sales process and customer service****4.4 Consumer law****4.5 Business Location****4.6 Working with suppliers** | **Component 2: Operations, finance and influences on business** **5.1 The role of the finance function****5.2 Sources of finance****5.3 Revenue, costs, profit and loss** | **Component 2: Operations, finance and influences on business** **5.4 Break-even****5.5 Cash and cash flow****6.1 Ethical and environmental considerations** | **Component 2: Operations, finance and influences on business** **6.2 The economic climate****6.3 Globalisation** | **Component 2: Operations, finance and influences on business** **7 The Interdependent nature of business****Exam preparation and revision** | **Exam preparation and revision** |

|  |  |
| --- | --- |
|  | **Creative iMedia – NEW SPEC J834 2022+** |
| **Term 1** | **Term 2** | **Term 3** |
| **Year 10** | **R094 – Visual Identity and Digital Graphics**Pupils learn how to develop visualidentities for clients and how to engage a target audience. **Key Concepts*** Purpose, elements and design of a visual identity
* Graphic Design & Conventions
* Properties of digital graphics
* Techniques to plan visual identity and digital graphics
 | **R094 – Visual Identity and Digital Graphics**Pupils learn to create and review pre-production documents, as well as target audiences, file formats and properties and legal restrictions.**Key Concepts*** Brand Loyalty
* Component features of a visual identity
* Visual Style
* Layout and graphical conventions
* Typography and style guides
 | **R094 – Visual Identity and Digital Graphics**Pupils learn to create and review pre-production documents, as well as target audiences, file formats and properties and legal restrictions.**Key Concepts*** Vector/Bitmap Properties
* Licences and Permissions
* Use of colour
* Use of whitespace
* Brand positioning
 | **R094 – Visual Identity and Digital Graphics**Create a visual identity based on a scenario**Application of Knowledge learnt in R094****Key Concepts*** Interpreting a client brief
* Produce planning documents
* Identifying Assets
* Sourcing Assets
* Digital image editing
* Modfying images
* Exporting relevant files
 | **R095 – Characters and Comics**Learn to design & create characters that convey emotion and personality. Learn to use conventions of comics to tell stories across multiple pages.Key Concepts* Character Features and Conventions
* Characteristics of comic book characters
* Visual styles
* Conventions of Comics
* Resources & Pre-Planning documentation
 | **R095 – Characters and Comics**Learn to design & create characters that convey emotion and personality. Learn to use conventions of comics to tell stories across multiple pages.**Key Concepts*** Obtaining and creating components
* Technical skills development
* Publishing comics
 |

|  |  |
| --- | --- |
|  | **Creative iMedia – NEW SPEC J834 2022+** |
| **Term 1** | **Term 2** | **Term 3** |
| **Year 11** | **R095 – Characters and Comics**Learn to design & create characters that convey emotion and personality. Learn to use conventions of comics to tell stories across multiple pages.**Key Concepts*** Character Design and Aesthetics
* Character Profiles
* Plot structure
* Story arc
* Panel Layout and panel flow
* Software and techniques
 | **R095 – Characters and Comics**Learn to design & create characters that convey emotion and personality. Learn to use conventions of comics to tell stories across multiple pages.**Application of Knowledge learnt in R095****Key Concepts*** Interpret a client brief
* Identify and understand target audience requirements
* Prepare Assets
* Create Comic strip using identified and planned conventions
* Review and provide further developments
 | **R093 – Creative iMeda in the Media Industry**Learn about the sectors, productsand job roles that form the media industry. Learn the legal and ethical issues and how media codes are used.**Key Concepts*** Media Sectors and Products
* Job in the media industry
* Style, Content and Layout
* Client Requirements
* Idea generation documents
 | **R093 – Creative iMeda in the Media Industry**Learn about the sectors, productsand job roles that form the media industry. Learn the legal and ethical issues and how media codes are used.**Key Concepts*** Work planning
* Designing and Planning
* Audience Demographics
* Research Methods
* Media Codes
 | **R093 – Creative iMeda in the Media Industry**Learn about the sectors, productsand job roles that form the media industry. Learn the legal and ethical issues and how media codes are used.**Key Concepts*** Distribution platforms
* Properties and Formats of files
* Legal issues and restrictions
* Intellectual Property Rights
* Health and Safety
 | **Exam Revision and Prep** |