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|  | **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.* |

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|  | **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 curriculum  Final exam |

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|  | **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** |

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|  | **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 visual  identities 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 |

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|  | **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, products  and 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, products  and 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, products  and 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** |