

HOLMER GREEN SENIOR SCHOOL – CURRICULUM INFORMATION

Subject: Business Studies

Year Group:	Y9/Y10/Y11
Exam Board:	OCR
Assessment requirements:	<p>Component 1: Business activity, marketing and people. Exam x 1 hour (worth 50% of final grade)</p> <p>Component 2: Operations, finance, influences on business and the interdependent nature of business. Exam x 1 hour (worth 50% of final grade)</p>
Scheme of work overview:	<p><u>Y 9 and 10</u> In year 9 and 10 students will study Component 1.</p> <p><u>Business activity, marketing and people (Component 1):</u> This will include the following topics: <u>Business activity</u></p> <ul style="list-style-type: none"> · The role of business enterprise and entrepreneurship · Business planning · Business ownership · Business aims and objectives · Stakeholders in business · Business growth <p><u>Marketing:</u></p> <ul style="list-style-type: none"> · The role of marketing · Market research · Market segmentation · The marketing mix <p><u>People:</u></p> <ul style="list-style-type: none"> · The role of human resources · Organisational structures and different ways of working · Communication in business · Recruitment and selection · Motivation and retention · Training and development · Employment law <p>In Year 11 students will study Component 2 and revise for their final exams</p> <p><u>Operations, finance and influences on business (Component 2)</u> This will include the following topics</p> <p><u>Operations</u></p> <ul style="list-style-type: none"> · Production processes · Quality of goods and services

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	<ul style="list-style-type: none"> · The sales process and customer service · Consumer law · Business location · Working with suppliers <p><u>Finance</u></p> <ul style="list-style-type: none"> · The role of the finance function · Sources of finance · Revenue, costs, profit and loss · Break-even · Cash flow <p><u>Influences on business</u></p> <ul style="list-style-type: none"> · Ethical and environmental considerations · The economic climate · Globalisation <p><u>The interdependent nature of business</u></p>
<p>Reading materials/resources:</p>	<p><u>OCR GCSE 9-1 Business (Third edition)</u>, (2017, Hodder Education), Mike Schofield and Alan Williams (ISBN 978-1471-899362) <u>GCSE Business Studies: The revision guide</u> (CGP) ISBN: 978-1-84762-314-0</p>

HOLMER GREEN SENIOR SCHOOL – CURRICULUM INFORMATION

Subject: Business Studies

Year Group:	Y12/13				
Exam Board:	AQA				
Assessment requirements:	<p>Paper 1: Business 1</p> <p>What's assessed</p> <p>All content above</p> <hr/> <p>Assessed</p> <ul style="list-style-type: none"> written exam: 2 hours 100 marks in total 33.3% of A-level <hr/> <p>Questions</p> <p>Three compulsory sections:</p> <ul style="list-style-type: none"> Section A has 15 multiple choice questions (MCQs) worth 15 marks. Section B has short answer questions worth 35 marks. Sections C and D have two essay questions (choice of one from two and one from two) worth 25 marks each. 	+	<p>Paper 2: Business 2</p> <p>What's assessed</p> <p>All content above</p> <hr/> <p>Assessed</p> <ul style="list-style-type: none"> written exam: 2 hours 100 marks in total 33.3% of A-level <hr/> <p>Questions</p> <p>Three data response compulsory questions worth approximately 33 marks each and made up of three or four part questions.</p>	+	<p>Paper 3: Business 3</p> <p>What's assessed</p> <p>All content above</p> <hr/> <p>Assessed</p> <ul style="list-style-type: none"> written exam: 2 hours 100 marks in total 33.3% of A-level <hr/> <p>Questions</p> <p>One compulsory case study followed by approximately six questions.</p>
Scheme of work overview:	<p>Y12 students will cover the following topics in preparation for an internal assessment/AS level should they not wish to sit the Full A level:</p> <ul style="list-style-type: none"> What is business? Managers, leadership and decision making Decision making to improve marketing performance Decision making to improve operational performance Decision making to improve financial performance Decision making to improve human resource performance <p>A Level only:</p> <ul style="list-style-type: none"> Analysing the strategic position of a business Choosing strategic direction Strategic methods: how to pursue strategies Managing strategic change Strategic management Assessing financial performance SWOT/PEST Investment appraisal 				

	<ul style="list-style-type: none">· Change management· Managing strategic change· Effects on the Functional Departments
Reading materials/resources	www.tutor2u.net AQA GCE Business Studies CPD ISBN - 978-1847621344 AQA A-Level Business ISBN - 978-1-4718-4216-0

HOLMER GREEN SENIOR SCHOOL – CURRICULUM INFORMATION

Subject: ICT

Year Group:	Y9/10 & 11
Exam Board:	OCR – Cambridge National in Information Technologies
Assessment requirements:	<p>Unit R012 – Understanding tools, techniques, methods and processes for technological solutions - Externally assessed through a 1 hour and 45 minute written examination.</p> <p>Unit R013 – Developing technological solutions – internally assessed under controlled conditions. This unit will be externally assessed through moderation.</p>
Scheme of work overview:	<p>Unit R012 – Understanding tools, techniques, methods and processes for technological solutions</p> <p>In this unit students will learn about different technologies (hardware and software applications), and tools and techniques used to select, store, manipulate and present data and information.</p> <p>Discover the different phases of the project life cycle, the interaction between the phases and the inputs and outputs within each phase. How this is used to develop technological solutions within a business environment.</p> <p>Students will also develop their understanding of the different risks associated with the collection, storage and use of data and how the legal, moral, ethical and security issues can have an impact on organisations and individuals and understand how such risks can be mitigated.</p> <p>Unit R013 – Developing technological solutions</p> <p>The knowledge and understanding of Unit R012 will help students to make decisions and appropriate choices when developing a technological solution within this unit.</p> <p>Students will be given a project to develop a technological solution that processes data and communicated information. They will follow the project life cycle phases of initiation/planning, execution, communication and evaluation, demonstrating the practical skills that they have acquired such as carrying out a SWOT analysis, creating GANTT charts, developing online surveys, and presenting data through web-based technologies; keeping their project on track through on-going, iterative reviews.</p> <p>They will use different hardware and software technologies to create an integrated technological solution for data processing and communication of information.</p>
Reading materials/resources:	<p>Text book: Cambridge National Level 1/2 Information Technologies, Sonia Stuart & Brian Gillinder. ISBN: 978-1-5104-2327-5</p> <p>Revision guide: Cambridge National Level 1/2 Information Technologies, Sonia Stuart. ISBN: 978-1-5104-2328-2</p>

Year Group:	Y9/10/11
Exam Board:	OCR GCSE Computer Science
Assessment requirements:	<p>Component 01- Computer Systems - Externally assessed through a 1 hour and 30 minute written examination. Exam is out of 80 marks and is worth 50% of total GCSE.</p> <p>Component 02- Computational thinking, algorithms and programming - Externally assessed through a 1 hour and 30 minute written examination. Exam is out of 80 marks and is worth 50% of total GCSE.</p> <p>Programming project – Students complete a programming project within 20 hours timetabled lessons. The Programming project does not count towards a candidate’s final grade, but is a requirement of the course.</p>
Scheme of work overview:	<p>Component 01 Computer Systems</p> <p>This component will introduce students to the Central Processing Unit (CPU), computer memory and storage, wired and wireless networks, network topologies, system security and system software. It is expected that students will become familiar with the impact of Computer Science in a global context through the study of the ethical, legal, cultural and environmental concerns associated with Computer Science.</p> <p>Component 02 – Computational thinking, algorithms and programming</p> <p>This component incorporates and builds on the knowledge and understanding gained in Component 01, encouraging students to apply this knowledge and understanding using computational thinking. Students will be introduced to algorithms and programming, learning about programming techniques, how to produce robust programs, computational logic, translators and facilities of computing languages and data representation. Students will become familiar with computing related mathematics. It is expected that students will draw on this underpinning content when completing the Programming Project.</p> <p>Programming project</p> <p>Students use OCR Programming project tasks to develop their practical ability in the skills developed in components 01 and 02. They will have the opportunity to define success criteria from a given problem, and then create suitable algorithms to achieve them.</p>

	Students then code their solutions in a suitable programming language, checking its functionality using a suitable and documented test plan. Finally, they will evaluate the success of their solution and reflect on potential developments for the future. They have 20 hours to complete this component.
Reading materials/resources:	OCR GCSE (9-1) Computer Science: ISBN 9781910523087 GCSE Computer Science for OCR Student book: ISBN 9781316504031

SENIOR SCHOOL – CURRICULUM INFORMATION

Subject: Computing

Year Group:	Y12/13
Exam Board:	Edexcel BTEC Level 3 National in Computing
Assessment requirements:	<p>Unit 1: Principles of Computer Science Externally assessed by a 2 hour written examination out of 90 Marks.</p> <p>Unit 2: Fundamentals of Computer Systems Externally assessed by a 1 hour and 45 minute written examination out of 80 marks.</p> <p>Unit 7: IT Systems Security and Encryption Coursework unit – Internally assessed with an external moderation</p> <p>Unit 14: Computer Games Development Coursework unit – Internally assessed with an external moderation</p>
Scheme of work overview:	<p>Y12 students will cover the following topics in preparation for the examination units that will take place in the June of the first year.</p> <p>Unit 1 – In this unit, students will explore the logical and structured ways that computer systems process data to develop programs, processes and systems that solve specific problems. They will examine the features of effective computer programming and apply accepted computing and programming paradigms. Students will analyse, develop and evaluate algorithms and computer code, and propose and apply solutions to ensure that computer systems are fit for purpose. Student will also develop the computational-thinking skills to effectively analyse a problem, break it down into its component parts, and design and evaluate solutions.</p> <p>Unit 2 – In this unit, students will explore the relationship between hardware and software as part of a computer system. They will examine the way computer components work both individually and together to store and process data, and the way in which data is transmitted and used in computer systems. Students will explore the impact that computing systems have on organisations and individuals.</p> <p>Unit 7 – In this unit, students will investigate the many different types of security attack, the vulnerabilities that exist and techniques that can be used to defend the IT systems of organisations. Many organisations run complex IT networks and need them to be secure while providing a safe environment for their employees to work, sharing some data and keeping other data private. Students will learn about the complexities of configuring and supporting these networks. They will also explore how encryption can be used to protect data, will plan and apply suitable protection to an IT system and test it to ensure the protection is effective. Students will configure an IT system's</p>

	<p>access control settings to control user access to various IT system resources, including files, folders and printers. Finally, they will review the protection that has been applied to an IT system and consider how effective it might be in defending the system from attack.</p> <p>Unit 14 - In this unit, students will investigate the technologies used in the computer gaming industry and the implications they have for users, developers and organisations. They will analyse how user needs and preferences impact on game design and how target technologies affect the design and development of a computer game. Finally, students will design, create and review a computer game to meet requirements and reflect on the skills and understanding applied during the design and development process.</p> <p>They will then apply analytical skills that would be used by any software developer to investigate the available technologies and current trends in order to design and develop appropriate software solutions.</p>
<p>Reading materials/resources:</p>	<p>BTEC National Computing Student book ISBN: 9781292166926</p> <p>Revise BTEC National Computing Revision Guide ISBN: 9781292150208</p> <p>Revise BTEC National Computing Revision Workbook ISBN: 9781292150192</p>