YEAR 10 AND YEAR 11 GCSE BUSINESS BLENDED LEARNING PLAN

Business Department Programme of Study

AO1 Demonstrate knowledge and understanding of business concepts and issues
AO2 Apply knowledge and understanding of business concepts and issues to a variety of contexts
AO3 Analyse and evaluate business information and issues to demonstrate understanding of business activity, make judgements and draw conclusions

Year	Autumn 1	Autumn 2	Spring 1	Spring 2 & Summer 1	Summer 2	Summer 2
10	**COMPONENT 1 BUSINESS DYNAMICS 62.5% OF COURSE** **Business Activity (plus some Finance)** ✓ Introduction to Business ✓ Thinking Tools and COVID Case Studies ✓ The nature of business activity ✓ Providing goods and services ✓ Business enterprise ✓ Business planning **Knowledge and skills** Demonstrate knowledge of what a business is, why and how businesses start, costs and break even BBC BITESIZE WEBSITE All Eduqas topics available below	**Business Activity (plus some Finance)** ✓ Business aims and objectives ✓ Business stakeholders ✓ Business ownership ✓ Business location and site ✓ Revenue, costs and profit ✓ Costing, Cashflow and Break Even **Knowledge and skills** Define ley terms e.g. stakeholders, business aims and planning, fixed costs etc then Application so explain why stakeholders have an interest in the business to different contexts. Explain the reasons why entrepreneurs and businesses create a business plan BBC BITESIZE WEBSITE All Eduqas topics available below	**Influences on Business and Marketing** ✓ **BUSINESS CEREAL THEME A02 SKILLS for Marketing** ✓ Market research ✓ Marketing and ethics / legislation ✓ Marketing mix- product ✓ Marketing mix- price ✓ Marketing mix- place ✓ Marketing mix- promotion **Knowledge and skills** Application by preparing a marketing mix plan for a business idea – business cereal idea for example Analyse and evaluate all elements of the marketing mix for example justify pricing strategies for given scenarios making justified judgements BBC BITESIZE WEBSITE All Eduqas topics available below	**Influences on Business and Marketing** ✓ The impact of globalisation on businesses ✓ The interdependent nature of business ✓ Economic and Technological influences ✓ Ethical and Environmental influences on business activity ✓ Business Growth ✓ Marketing- identifying and understanding customers ✓ The impact of legislation on businesses ✓ **Exam practice – exam A02 focus** **Knowledge and skills** Explain the purpose of marketing and its importance to different types of organisations in different situations. Evaluate and suggest how a business can be affected by the changing business environment make judgements and draw conclusions BBC BITESIZE WEBSITE All Eduqas topics available below	**People & Business Operations** ✓ Sales process ✓ Organisational structures ✓ Recruitment ✓ Training ✓ Motivation ✓ Trade unions ✓ Methods of production ✓ Quality ✓ Supply chain ✓ **Exam practice Year 10 mock exam** **Knowledge and skills** Identify commonly used methods of training for scenarios Prepare a recruitment and training plan for a business and explain reasons for choices made. Evaluate legislation and its impact to different business contexts for small business to global context. BBC BITESIZE WEBSITE All Eduqas topics available below	**COMPONENT 1 EXAM FOCUS 21/6 onwards** ✓ Component 1 Exam practice on A02 & A03 skills in all 6 topic areas exam questions ✓ Introduction to Component 2 case study focus- walking talking exam focus A01 Knowledge A02 Application A03 Analyse and Evaluate skills BBC BITESIZE WEBSITE All Eduqas topics available below

https://www.bbc.co.uk/bitesize/examspecs/zbqrgwx

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Year	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
YR11	**Recap on Content & Topics** ✓ Lockdown learning and FORMS personalised focus ✓ Year 11 mock exam focus ✓ A02 Application DEEP EXAM FOCUS model answers ✓ Component 1 exam walk through and practice model answers ✓ Topic tests and gap focus with exam focus as above ✓ Finance focus and RAG-rated topics ✓ A03 Analyse and Evaluate DEEP EXAM FOCUS **Knowledge and skills A03** Justify recommendations by providing the benefit of the chosen method of training and the drawbacks on other methods. BBC BITESIZE WEBSITE All Eduqas topics available below	*Student –led RAG rated topics for all 6 areas indicative content as below subject to changes to suit learner needs:* ✓ Business Activity – Stakeholders and Business Ownership ✓ Influences – Technological and Ethical ✓ Marketing – Marketing mix and market research ✓ Finance – Breakeven and sources of finance ✓ Operations – Supply chain and production ✓ People- Legislation and Organisational Structures **COMPONENT 2 BUSINESS CONSIDERATIONS 37.5% OF COURSE** ✓ Component 2 exam walk through and practice model answers ✓ Topic tests and gap focus with exam focus as above **Knowledge and skills** Define quantitative and qualitative market research Explain employment rights and the rights of consumers in terms of unfair selling practices etc Apply knowledge of methods of production to different business contexts- draw conclusions BBC BITESIZE WEBSITE All Eduqas topics available below	**Finance final exam focus** ✓ Sources of finance 2 ✓ Revenue and costs 2 ✓ Cashflow ✓ Profit and Loss Accounts (income statements) ✓ Financial Performance including Accounting Rate of Return ✓ **Exam practice Year 11 mock exam** **Knowledge and skills** Define key terms including fixed costs, profit, cashflow, revenue Make calculations using raw data and draw key points and evaluate Recommend and justify how to improve profit / reduce costs and make judgements on how to improve cashflow BBC BITESIZE WEBSITE All Eduqas topics available below	**EXAM FOCUS FOR BOTH COMPONENTS** Revision for examinations – component 1 and 2. Student –led RAG rated topics for all 6 areas indicative content as below subject to changes to suit learner needs ✓ Influences – Economical and Environmental Technological and Ethical ✓ Marketing – Product ✓ Stakeholders ✓ Finance – Quantitative skills ✓ Marketing – Marketing mix and market research ✓ Finance – Breakeven and sources of finance ✓ Operations – Stock control and procurement ✓ People- Industrial action and motivation **Knowledge and skills** A01 Knowledge Tests for example define terms such as economies of scale including purchasing, marketing, technical and financial Explain the impact of industrial action on a small business and its stakeholders Assess the use of traditional stock control methods such as computerised stock control and JIT and make judgements for a given scenario BBC BITESIZE WEBSITE All Eduqas topics available below	**GCSE BUSINESS COURSE COMPLETED** *C1 – Thursday 21 May 1pm TBC* *C2 – Tuesday 2 June 1pm TBC*	

YEAR 10 AND YEAR 11 IMEDIA BLENDED LEARNING PLAN

Year	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
2021-2022 YR11 R084 R087	**Creative Imedia R084** LO 1 & LO2 Comic strips genres and multi-strip characters History and target audience of comic strips **Knowledge and Skills** Understand comic strips and their creation and use of comic software	**Creative Imedia R084**/LO3 and LO4 Interpreting comic strip client requirements for a specific scenario, plan create a comic strip and review **Knowledge and Skills** Construct storyboard, original script and storyline Create and use assets for a comic strip and review and identify areas for improvement against the set client brief ***R084 ASSESSMENT- 10HRS***	**Creative Imedia R087**/LO1 and LO2 Interpreting client requirements for a specific multimedia brief Identify multimedia products and their purpose **Knowledge and Skills** Use of multimedia products and navigation features planning	**Creative Imedia R087**/LO3 and LO4 Create multimedia assets for a specific multimedia brief and review identifying areas for improvement **Knowledge and Skills** Use of multimedia software and tools Navigation systems ensuring interactivity of multimedia product ***R087 ASSESSMENT – 10 HOURS TASK***	CREATIVE IMEDIA COURSE COMPLETED	
2021-2022 YR10 R081 R082	**Creative Imedia R082**/LO1 and LO2 and links to R081 exam Digital graphics and client requirements for assets planning Experimenting with hardware and creating visualisation diagrams hand drawn images to digital versions **Knowledge and Skills** Understand the purpose of digital graphics and plan appropriate digital graphic based on the client brief	**Creative Imedia R082**/LO3 and LO4 Using tools and techniques including cropping, filters, use of layers and adding text Version control and evaluating/reviewing graphics **Knowledge and Skills** Create and review digital graphic for a given client brief ***R082 ASSESSMENT – 10 HOURS TASK***	**Creative Imedia R081**/LO1 and LO2 Interpreting client requirements/brief Legislation regarding any assets to be sourced – copyright etc **Knowledge and Skills** **P**roduce pre-production documents - visualisation diagrams, mood boards for a scenario	**R081**/LO3 and LO4 Pre-production documents and final products in line with client requirements & exam practice **Knowledge and Skills** Review a pre-production document and identify areas for improvement ***R081 June exam in Year 10***		

https://www.ocr.org.uk/qualifications/cambridge-nationals/creative-imedia-level-1-2-award-certificate-j807-j817/assessment/

YEAR 9 COMPUTING BLENDED LEARNING PLAN

Year	Autumn 1 & 2	Spring 1	Spring 2	Summer 1& 2
YR9	**Introduction to Business and Imedia** **Business** Year 9 Options via Business and Imedia Tasters Focus. Business= Business Idea and Promotion **Knowledge and Skills** Preparation of a marketing mix plan for a business idea and evaluate selected elements of a business/ marketing plan to include a focus on marketing, finance, operations and people. **Planning digital artefacts Imedia Taster** and **Legislation and computer systems** including hardware and software system and with other systems KS3 Mapping- Digital Artefacts Hardware and Software NC/KS3-5, 6 & 8 KS4 Digital Media. **Imedia** = Scenario based focus digital media task for magazine advert RO82 project 2 KS4 Digital Media Planning tools for digital media and target audience focus for a given project scenario. **Knowledge and Skills –R082 Book Cover project 3** Mind maps and visualisation diagrams for a digital artefact including building of assets, digital media and legislation implications. Hardware and software and communication	**Programming using Python** using 2 or more programming languages (textual focus) to solve computational problems and develop modular programs. KS3 Map-Programming Language 2 NC/KS3-1 & 3 (KS2-1, 2 & 3) **Knowledge and Skills** Basic code and saving of work in correct formats, Creation of simple programs with output of multiple lines of code, Use of loops and strings to perform more advanced tasks. https://classroom.thenational.academy/units/python-programming-with-sequences-of-data-7716	**Database Project** Introduction to structure and database KS3 Mapping- Creative Project NC 4 **Knowledge and Skills** Fundementals of databases, record, fields, field types. Use of data structures for lists, forms, reports and tables. Collecting, analysing, filtering and presenting data . https://classroom.thenational.academy/units/data-science-290f	**ICT Creative Project- Comic Life Multi-Application Project R084 CyberSafety Comic combining skills from digital media and word processing** KS3 Map Real World & Creative Project NC/KS3-1 and 7 KS4 Digital Media and KS4 E-safety **Knowledge and Skills R084 Cyber Comic** Understanding of aspects of Internet Safety within project theme focus on comics and tools with advanced story boards and digital media planning. Photoshop and Fireworks tools to manipulate and edit images. Comic life tools to create a comic for a given scenario independently https://classroom.thenational.academy/units/cybersecurity-ec1c https://classroom.thenational.academy/units/physical-computing-programming-7aa6

YEAR 8 COMPUTING BLENDED LEARNING PLAN

Year	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1 & 2
YR8	**Hour of Code-** Introduction to Programming KS3 Mapping- NC-1, 2 & 3 (KS2-1, 2) **Knowledge and Skills** introduction to algorithms, Sequencing, Conditions and pseudocode.	**Advanced programming with Scratch** to solve a computational problems KS3 Mapping- NC-1 & 3 (KS2-1, 3 &4) **Knowledge and Skills** Advance tools and interface. Using variables, loops and count controlled iteration https://classroom.thenational.academy/units/programming-essentials-in-scratch-part-i-b4aa	**Basic Computational thinking and binary numbers** KS3 Mapping Algorithms and Boolean Logic NC/KS3- 1,2 & 4) (KS2-1, 2 & 3) **Knowledge and Skills** Basic computational thinking , Alan Turing and Bletchley. Binary Addition and conversion binary and decimal https://classroom.thenational.academy/units/mobile-app-development-4fbe	**Intermediate spreadsheets** Collecting, analysing and presenting data and information KS3 Mapping- Creative Project NC 7 (KS2-6) **Knowledge and Skills** formatting including advanced filters, charts, conditional formatting and Macros https://classroom.thenational.academy/units/spreadsheets-cc8b	**WWW and HTML** apply HTML page structure and coding incorporate basic coding tags KS3 Mapping- Creative Project NC 1 &3 **Knowledge and Skills** Be able to identify the code used to create a website Know how to use basic coding tags to create a simple website Recognise and apply HTML page structure and coding **ICT Creative Project –Website Development** analysing websites and application focus with students creating websites KS3 Mapping- Creative Project NC 7,8 & 9 **Knowledge and Skills** Purpose of websites, planning, client brief, target audience. Extensive display of Dreamweaver & Fireworks skills for a 4 page website.

YEAR 7 COMPUTING BLENDED LEARNING PLAN

Year	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1 &2
YR7	**Introduction to ICT** and school network including BGFL and email and about me presentations. Pupils learn about Hardware and Software- Input process and outputs. (Linked to DT- Mechanics) **Knowledge and Skills** Remote learning and school network & BGFL Using advanced formatting tools in PowerPoint, Embedding VB command buttons. **BLENDED LEARNING** Teacher resources sent and or lessons via Teams	**Introduction to E–safety with movie project** understanding ways to use technology safely KS3 Mapping- Online Identity NC/KS3- 7 & 9) (KS2- 4,5 & 7) **Knowledge and Skills** E-safety including social media dangers, digital footprint, malware. Internet research skills Bias & reliability – SMSC and cultural capital with Year 5/6 movie on e-safety with local schools https://classroom.thenational.academy/units/impact-of-technology-collaborating-online-respectfully-35d0	**Go Green** -**Environmental issues** are harmful effects of human activity on the **biophysical** environment KS3 Mapping-Creative Project NC/KS3-7 **Knowledge and Skills** Microsoft suite basic and advance skills	**Basic spreadsheets** collecting, analysing and presenting data and information KS3 Mapping- Creative Project NC/KS3-7 (KS2-6) **Knowledge and Skills** Introduction to functions and formatting including filters. https://classroom.thenational.academy/units/spreadsheets-cc8b	**Programming with Scratch** to solve a computational problems KS3 Mapping- Programming Language 1 NC/KS3-1 & 3 (KS2-1, 2 & 3) **Knowledge and Skills** Basic tools and interface of the program and basic movements. Creating backdrops, creating sprites and moving the Sprite using variables and operators. https://classroom.thenational.academy/units/programming-essentials-in-scratch-part-i-b4aa