

Computing and Business Curriculum

KS4 Curriculum Map: GCSE BUSINESS (Edexcel 1BSO) YEAR 10 & 11

It is the vision and aim for the Business department at Kings' to provide opportunities through a rigorous curriculum to develop commercial minded and enterprising individuals.

After studying Business pupils should be able to:

- Know about entrepreneurs and what makes them successful.
- Develop an awareness of their enterprise capabilities so that they are able to consider owning their own business as an alternative career path. They should be equipped with the employability skills needed for the changing world of work and entrepreneurship.
- Meet with adults other than teachers to have real life examples and knowledge about business in the real world therefore challenging and enriching the pupils' vocational opportunities.
- Develop knowledge and understanding of business and economics concepts and terms.
- Develop knowledge and understanding of their role in business and as a wider part of society and the economy.
- In addition to learning about business theory and calculations, pupils will be required to consider the health, social, moral and ethical issues surrounding business decisions and the impact that business and economic affairs by reading widely around the subject in newspapers and magazines, as well as watching business related television programmes.

The Business department at Kings' is designed to give all pupils the necessary knowledge and skills they need to live the business orientated world in which we live.

Assessment Objectives: - AO1: Knowledge, AO2: Application, AO3a: Analysis, AO3b: Evaluation

Year	Term 1	Term 2	Term3
10	Topic 1.1 - Enterprise and Entrepreneur Topic 1.2 – Spotting a Business Opportunity Topic 1.3 – Putting a Business Idea into practice Skills – Memory, analysis and application half term 1. Evaluation added into half term 2 Assessment to cover exam style questions. Starting with Explain questions working up the taxonomy to incorporate 6,9 and 12 marker	Topic 1.3 – Putting a Business Idea into practice Topic 1.4 Making the Business Effective. Skills – Memory, analysis, application and Evaluation Year 10 Mock Exam Assessment to cover exam style questions. Starting with Explain questions working up the taxonomy to incorporate 6,9 and 12 marker	Topic 1.5 – Understand External Influences Topic 2.1 - Growing the Business Skills – Focus on application and answering case study based questions. Year 10 Mocks Assessment – Continue developing exam technique.
11	Topic 2.1 - Growing the Business Topic 2.2 – Making a Marketing Decisions Topic 2.3 - Making Operational Decisions Skills – Evaluation and Analysis – aiming for the higher grades Assessment Year 11 Mock – Theme 1 Paper	Topic 2.3 - Making Operational Decisions Topic 2.4 Making financial Decisions Topic 2.5 Making Human Resource Decisions Skills – Evaluation and Analysis – aiming for the higher grades Assessment Year 11 Mock – Both Papers	Topic 2.5 Making Human Resource Decisions & Revision Skills – Application is key GCSE Exams

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By the end of Year 11, our students should be able to:

Analyse and evaluate (think critically), recall business terms, apply business theory and thinking to different scenarios

[Edexcel GCSE Business \(2017\) | Pearson qualifications](#)

GCSE BUSINESS Yr 10	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Topics	Topic 1.1 - Enterprise and Entrepreneur	Topic 1.2 – Spotting a Business Opportunity Topic 1.3 – Putting a Business Idea into practice	Topic 1.3 – Putting a Business Idea into practice Topic 1.4 – Making a business idea effective	Topic 1.4 – Making a business idea effective	Topic 1.5 - Understand External Influences	Topic 2.1 - Growing the Business
Subject Content	1.1.1 Dynamic Nature of Business 1.1.2 Risk and Reward 1.1.3 The role of Enterprise	1.2.1 Customer Needs 1.2.2 Market Research 1.2.3 Market Segmentation 1.2.4 Competition 1.3.1 Business aims and Objectives 1.3.2 Business costs revenue and profits 1.3.3 Cash	1.3.3 Cash and Cash flow forecast 1.3.4 Sources of finance 1.4.1 The options for start ups	1.4.2 The Business location 1.4.3 The Marketing Mx 1.4.4 The Business Plans	1.5.1 The Business and Stakeholders 1.5.2 Technology and Business 1.5.3 Legislation and Business 1.5.4 The economy and Business 1.5.5 External influences	2.1.1 Methods of growth 2.1.2 Changes in aims and objectives 2.1.3 Business Globalisation 2.1.4 Ethics

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GCSE BUSINESS Yr 11	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Topics	Topic 2.1 - Growing the Business Topic 2.2 – Making Marketing Decisions	Topic 2.2 – Making Marketing Decisions Topic 2.3 – Making operational decisions	Topic 2.3 - Making operational decisions Topic 2.4 – Making financial decisions	Topic 2.5 – Making Human Resources decisions.	Revision	
Subject Content	2.1.3 Business Globalisation 2.1.4 Ethics 2.2.1 Product 2.2.2 Price	2.2.3 Promotion 2.2.4 Place 2.2.5 Combining the Marketing Mix 2.3.1 – Business Operations 2.3.2 – Working with suppliers	2.3.3 – Managing Quality 2.3.4 – The sales Process 2.2.1 – Business Calculations 2.2.2 – Understanding Business performance	2.5.1 – Organisational structure 2.5.2 – Effective recruitment 2.5.3 – Effective training and development 2.5.4 - Motivation		

KS4 Curriculum Map: COMPUTER SCIENCE

Year 10 and 11

Intent:

The course followed is the OCR J277 Computer Science GCSE. This is assessed by 2 papers at the end of Year 11. The first paper covers computer systems including topics such as networks, system architecture and storage. The second paper covers computational thinking, algorithms and programming.

The department uses the access to computers to provide students with further learning and revision materials, such as online question banks where students can answer questions at their own pace and focus on topics that are tricky. The department also makes use of MS OneNote and SharePoint so that pupils have access to learning materials in and out of school.

Programming is one of the most important skills gained in this course but is also the most difficult to learn. This element is tested in the Component 2 exam paper. Therefore, when classes have three lessons per week, this third lesson will be dedicated to programming practice and understanding algorithms. Students will be given computational problems to solve using code.

This course prepares students well for further study or employment in related fields. Particularly the study of programming skills, which are extremely valuable in today's workplace. However, the A-Level also builds upon the GCSE meaning students are well equipped to continue with academic study of Computer Science.

Extra Curricular:

- In Year 11, after school revision sessions will be run.
- Coding/cybersecurity club.
- Drop in sessions are also available.

Programming

Students are to be given the opportunity to undertake a programming task(s) during their course of study which allows them to develop their skills to design, write, test and refine programs using a high-level programming language. Students will be assessed on these skills during the written examinations, in particular component 02 (section B).

Students will spend one lesson per week programming in Python and focussing on algorithms in Year 11.

Over the year they will work through the following concepts:

- Sequence, selection and iteration
- Data types
- Functions and procedures
- Validation

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Assessment Objective			
	AO1	Demonstrate knowledge and understanding of the key concepts and principles of Computer Science	
	AO2	Apply knowledge and understanding of key concepts and principles of Computer Science	
	AO3	Analyse problems in computational terms: <ul style="list-style-type: none"> • to make reasoned judgements • to design, program, evaluate and refine solutions 	
Year	Term1	Term 2	Term 3
10	<p>U1.2 Memory and Storage Storage Units, Binary arithmetic, Hexadecimal, Ascii, Unicode, Image and sound representation, Compression</p> <p>U1.1 Systems Architecture The CPU, Functions and characteristics of the CPU, Memory, Storage</p> <p>U1.3 Computer Networks, connections and protocols The Internet, Local Area Networks, Wireless Networks, Client Server and P2P Networks, Protocols & Layers</p> <p>Skills – knowledge, analysis, application and evaluation</p> <p>Assessment – to cover exam style questions focusing on knowledge and topic covered. End of Unit Tests and multiple choice questions</p>	<p>U1.4 and U1.5 Network Security and System Software Network Threats, Identifying & preventing vulnerabilities, Operating Systems, Utility Software</p> <p>U2.1 Algorithms Computational Thinking, Searching and Sorting algorithms, Pseudocode, Interpret algorithms</p> <p>Skills – Knowledge, analysis and practical application of theory</p> <p>Assessment – Exam style questions, Topic Tests, Preparation for yr. 10 Exams 2nd part of term.</p>	<p>U2.2 Programming Techniques Programming concepts, Sequence & Selection, Iteration, Records and files, Arrays</p> <p>Programming Practice/Tasks</p> <p>Skills – Knowledge and practical publication</p> <p>Assessment – Exam style questions, Topic Tests and MCQs</p>
	<p>U2.4 Boolean Logic Logic Gates, combining Boolean operators</p> <p>U2.5 Programming Languages and IDEs</p>	<p>GCSE Exam Revision Topic revision and past paper exam questions / exam technique</p> <p>U2.3 Producing robust programs</p>	<p>GCSE Exam Revision Topic revision and past paper exam questions / exam technique</p>

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<p>11</p>	<p>Logic Diagrams, Truth Tables, Defensive Design, Errors and Testing, Translators and facilities of Languages U1.6 Ethical, Legal cultural and Environmental impacts of digital technology Ethical and Cultural Issues, Computers in the modern world, Legislation and privacy U2.1 Algorithms Computational Thinking, Searching and Sorting algorithms, Pseudocode, Interpret algorithms</p> <p>Skills – Knowledge and practical publication</p> <p>Assessment – Exam style questions, Topic Tests</p>	<p>Defensive design, Testing U2.2 Programming Techniques Programming concepts, Sequence & Selection, Iteration, Records and files, Arrays Programming Practice/Tasks</p> <p>Skills – Knowledge and practical publication, Knowledge recall and application of knowledge to exam questions, exam technique</p> <p>Assessment – Exam style questions and past exam papers, Topic Tests and MCQs</p>	<p>Skills – Knowledge recall and application of knowledge to exam questions, exam technique</p> <p>Assessment – Past exam papers</p>
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