

Subject	Year 10 Autumn 1	Year 10 Autumn 2	Year 10 Spring 1	Year 10 Spring 2	Year 10 Summer 1	Year 10 Summer 2
<b>English Language</b>	Paper 1 (section A and B)				Spoken Language Endorsement	Paper 2 (section A and B)
<b>English Literature</b>		<b>A Christmas Carol'</b> (Literature Paper 1)	Anthology poetry (Literature Paper 2)	Anthology/unseen poems/An Inspector Calls (Literature Paper 2)		
<b>Maths HIGHER</b>	RATIO 1H, ALGEBRA 3H	ALGEBRA 3H, GEOMETRY 2H	GEOMETRY 2H, PROBABILITY 2H, ALGEBRA 4H	ALGEBRA 4H	GEOMETRY 3H	NUMBER 2H
<b>Maths FOUNDATION</b>	GEOMETRY 2F	GEOMETRY 2F, ALGEBRA 2F	ALGEBRA 2F, NUMBER 3F	NUMBER 3F	NUMBER 3F, ALGEBRA 3F	RATIO 3F
<b>Biology</b>	Supplying the cell, transport in animals, transport in plants.	The nervous system, the endocrine system and homeostasis.	The kidneys. Ecosystems	Inheritance and revision for mock exams.	Mock exams and evolution.	Biology practical endorsement.
<b>Chemistry</b>	Bonding and properties of materials.	Energetics, electrolysis and predicting chemical reactions.	Predicting chemical reactions, identifying the products of chemical reactions and organic chemistry.	Organic chemistry and revision for mocks.	Controlling chemical reactions.	Chemistry Practical endorsement.
<b>Physics</b>	Magnets, motors. Generating electricity. Speed distance time and forces.	Motion graphs, forces, Newton's laws and materials.	Simple machines, wave basics and the electromagnetic spectrum	Lenses, energy stores and transfers.	Radioactivity half-life and nuclear equations (mocks)	Radioactivity fission and fusion (mocks)
<b>German</b>	Holidays (tenses review)	Health & Well Being	Environment	Technology & Social Media	Free Time Activities	Social Issues
<b>ICT</b>	Research and evaluation of user interfaces	Designing a user interface to meet a purpose	Creating a user interface	Reviewing and evaluating the learners interface	Spreadsheet Skills	Designing a data model to meet needs of a target audience
<b>Computer Science</b>	Computational thinking and Python Basics	Errors, testing and iteration	Searches, strings and arrays	Data representation and 2D arrays	Data types and string manipulation	NEA
<b>Business Studies</b>	<b>Business in the real world</b> The purpose and nature of businesses, business ownership, setting business aims and objectives, stakeholders.	<b>Business in the real world</b> Business location business planning, expanding a business.	<b>Influences on business</b> Technology, ethical and environmental considerations, economic climate.	<b>Influences on business</b> Globalisation, legislation, competitive environment.	<b>Human Resources</b> Organisational structures, recruitment and selection of employees, motivating employees, training.	<b>Human Resources</b> Motivating employees, training.

<b>Geography</b>	Hazardous Earth: Tectonics, Tropical Storms & Climate Change	UK Physical Landscapes: Geological processes, River Processes and Pressures	UK Physical Landscapes; Coastal processes and flooding	UK Changing Human Landscapes: Deindustrialisation and Globalisation, Rural and Urban Interdependence	UK Changing Human Landscapes: How is one major UK city changing? A case study of Birmingham	Geographical Fieldwork Skills: Investigating Rural Areas and River Processes
<b>History</b>	<b>The People's Health</b> Medieval - Renaissance	<b>The People's Health</b> 18th and 19th Centuries	<b>The People's Health</b> Modern Medicine plus Review	<b>Elizabethan England</b> Religion and Politics	<b>Elizabethan England</b> Internal and external threats	<b>Elizabethan England</b> The Historic Environment
<b>Music</b>	Music for Film - The Broadway Musical	Rock Music - The Beatles	Blues - Latin American Music	British Folk Music	Song wrting Techniques	The Baroque Period
<b>Art</b>	Skills workshops- Drawing, Textiles, Mixed Media, Printing techniques	Introduction to project themes. Tutorials, project ideas, working in a sketchbook	Observational drawing skills- Tonal/Pointillism/Ink and Bleach	Observational drawing skills- Watercolour, Pencil Crayon, Collage	Artist inspiration and discussion	Working in the style of chosen artist. Tutorials with staff to discuss ideas. Experimental samples
<b>Textiles</b>	Skills workshops- Free machine, hand embroidery, tie dye, block printing, marbling, applique	Introduction to project themes. Tutorials, project ideas, working in a sketchbook	Drawing techniques- tonal, ink, continuous line	Observational drawing skills- Watercolour, Pencil Crayon, drawing with stitch	Artist inspiration and discussion	Working in the style of chosen artist. Tutorials with staff to discuss ideas. Experimental samples
<b>Food</b>	Recap H&S. <b>Eggs</b> - Thickening, coagulation, emulsion, gas in liquid form, coating. Portioning a chicken.	<b>Pastry</b> - function of ingredients and then practical lessons in making shortcrust pastry, rough puff pastry. Making choux pastry and puff pastry	<b>Pasta</b> - different types of flour for pasta. Gluten investigation. Students then complete practical lessons making ravioli and spaghetti carbonara.	<b>Bread.</b> Yeast / gluten and theory on NSP and fibre. A range of products made including: Hot Cross buns, dinner rolls, French bread, Mozzarella and Parmesan Buttermilk Quick Bread, naan bread	Students started the NEA1 practice. This is theory based and will incorporate some investigation work. Students to complete a written presentation (10 hours) of their work.	Students started the NEA1 practice. This is theory based and will incorporate some investigation work. Students to complete a written presentation (10 hours) of their work.
<b>Graphics</b>	Skills boosters: Students will develop skills using graphic design software such as Adobe Illustrator, Adobe Photoshop.	Research - Students will develop ideas through investigations, demonstrating critical understanding of sources of graphic designers.	Idea generation - Refine design work for a series of album artwork covers by exploring ideas, selecting and experimenting with appropriate media, materials, techniques and processes.	Ideas developments - Developing ideas for a series of album artwork covers through recording ideas, observations and insights relevant to intentions as work progresses.	Completing final product - Students will work towards the completion of their final series of album art work covers.	Evaluation and catch up - Students will complete a range of evaluations relevant to their projects and complete all unfinished work.
<b>Product Design</b>	Skills boosters - mini practical project that is skills based using woods & plastics	Introduction to project themes. Tutorials, project ideas, working in a sketchbook, demonstrating critical understanding of sources of designers.	Idea generation - Refine design work for a docking station, storage item or wildlife housing experimenting with drawing techniques, selecting and experimenting with	Modelling - model making taking different forms, paper, card, styrofoam, wood, plasticine, google sketch up and various other methods of recoring, trailing & sampling.	Completing final product - Students will work towards the completion of their final product	Completing final product - Students will work towards the completion of their final product

			appropriate media, materials, techniques and processes.			
<b>PE GCSE</b>	Muscular Skeletal System	Movement Analysis	Cardio Respiratory System	Effects of Exercise	Training Principles and Training Programmes	NEA Sections 1-3
<b>BTEC Sport</b>	<b>Unit 1: Fitness for Sport and Exercise</b> Learning aim A: Know about the components of fitness and the principles of training	Learning aim B: Explore different fitness training methods	Learning aim C: Investigate fitness testing to determine fitness levels	<b>Unit 2 :Practical Performance in Sport</b> Learning aim A: Understand the rules, regulations and scoring systems for selected sports	Learning aim B: Practically demonstrate skills, techniques and tactics in selected sports	Learning aim C: Be able to review sports performance
<b>BTEC Dance</b>	<b>Component 1: Exploring the Performing Arts</b> Learning aim A: Examine professional practitioners' performance work	Learning aim B: Explore the interrelationships between constituent features of existing performance material	<b>Component 2: Developing Skills and Techniques in the Performing Arts</b> Learning aim A: Develop skills and techniques for performance	Learning aim B: Apply skills and techniques in rehearsal and performance	Learning aim C: Review own development and contribution to the performance	Intervention
<b>BTEC H&amp;S</b>	Component 1 LAA	Component 1 LAA	Component 1 LAB	Component 1 LAB	Component 1 LAB	Component 2 LAB

“Working together to achieve our personal best”