Year 10 Topic list

Brief overview of lesson topics so far which may be assessed in in-class tests between 30.11 - 11.12

Subject	Y10 Topics
English	AQA English Literature Paper 1: 'A Christmas Carol' AQA English Literature Paper 2: 'An Inspector Calls' AQA English Language Paper 1: Creative Reading & Writing
Maths	GCSE Number skills GCSE Algebra Skills Charts and Averages
Science	AQA Combined Science and Separate Science: All Paper 1 content has been completed in Biology, Chemistry and Physics.
History	AQA History (Paper 2) The People's Health Medieval and Renaissance Medicine
RE	AQA Themes A and F Theme F: Human Rights and Social Justice Theme A: Relationships and Families
Geography	AQA Geography, Paper 1 Section A. The challenge of natural hazards e.g. Earthquakes, volcanoes, weather hazards, climate change
PE	BTEC Tech award in Sport Component 2: Taking Part and Improving Other participants Sport ing Performance GCSE Skeletal System, Muscular System, Planes and Axis, Levers Cardiovascular System, Respiratory Sytem

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GCSE Computer Science	Principles of computational thinking: Abstraction, Decomposition, Algorithmic thinking. The use of variables, constants, operators, inputs, outputs and assignments. Data Types: Character, Boolean, Sting, Integer, Real The use of the three basic programming constructs used to control the flow of a program: Sequence, Identify the inputs, processes, and outputs for a problem. Structure diagrams. Create, interpret, correct, complete, and refine algorithms using: Pseudocode, Flowcharts, Python The units of data storage. How to convert positive denary whole numbers to binary numbers (up to and including 8 bits) and vice versa. How to convert positive denary whole numbers into 2-digit hexadecimal numbers and vice versa How to convert binary integers to their hexadecimal equivalents and vice versa.
BTEC Tech Award in Digital IT	Component 1: Pearson Set Assessment Learning outcome A: Understand interface design for individuals and organisations Learning outcome B: Be able to use project planning techniques to plan, design and develop a user interface Learning outcome C: Be able to review a user interface
Business Studies	AQA Business 3.1 Business in the real world: Why businesses exist, enterprise, social enterprise, ownership, aims and objectives, stakeholders, resources, costs, revenue and profit. business plans, location and expansion.
Art, Textiles, Graphics & 3D Product design	OCR Art & Design: Practical skill building tasks in the chosen endorsement and the work of Artists & Designers
Hospitality & Catering	WJEC Hospitality & Catering: Types of Provision & Types of service. Role's and responsibilities of the Environmenatl Health officer. Practical cooking skills in preperation, cooking and presentation