



<b>Agriculture:</b>	Students will understand the general principles of plant growth and the principles of agricultural economics
<b>Art and Design:</b>	Natural forms: students will learn how to research the work of artists and how to analyse the work of others
<b>Business Studies:</b>	'Enterprise and Entrepreneurship', and 'Spotting a business opportunity': students will study the role of business enterprise and the purpose of business activity
<b>Child Development:</b>	An introduction to coworking with children aged 0-5 years; students will look at the types of provision available and how to meet key care issues
<b>Computer Science:</b>	Students will start by looking at Binary and Hexadecimal, including conversions and calculations. Then they will move on to describe the role of the CPU, explain the processes of the fetch-decode-execute cycle, determine the role of main memory and secondary storage, construct truth tables for three input logic circuits and write a program using assembly language (LMC)
<b>Design and Technology:</b>	Students will learn about the basics of the workshop and material properties. They will complete a wildlife house project and work through the stages of design for a specific client
<b>Drama:</b>	'Romeo and Juliet' - component 1: students will explore the set text in a practical way and create a dynamic and original version of the play
<b>English:</b>	A Christmas Carol: students will undertake a detailed reading of the novel by Charles Dickens. Language skills are interspersed within the unit
<b>Food and Nutrition:</b>	Students will learn about the macronutrients and supporting practicals using carbohydrates, fats and protein
<b>French:</b>	We will be looking at the topic of relationships with family and friends and how to extend our answers relating to marriage, divorce and future family plans to include three tenses, connectives and opinions. We will also be looking at how to describe photo cards which are a key component of the final speaking exam in Year 11
<b>Geography:</b>	People and Environment: students will develop their knowledge and understanding of the processes and interactions between people and environment. This study will include the themes of sustainability and decision making
<b>Graphics:</b>	Adobe Illustrator Introduction: Students will begin to develop an understanding of Illustrator and build up their knowledge and skills through exploring illustrator tools
<b>Health and Social Care:</b>	Human Lifespan Development: students will learn about the main life stages and physical, intellectual, emotional and social development
<b>History:</b>	Health and the People: students will develop an understanding of how medicine and public health developed in Britain from c1000 to the present day
<b>Maths:</b>	Similarity: students will study congruence, similarity and enlargement as well as trigonometry
<b>Music:</b>	An introduction to the GCSE course and music theory work: students will acquire the foundations of music theory and learn how to follow a score
<b>Personal Development:</b>	Students will study human rights, stages of grief and loss, the use of online data and how to assess and manage risk
<b>PE:</b>	Games and PE: students will participate in a range of activities, such as football, rugby, netball, badminton, basketball and volleyball
<b>Photography:</b>	An introduction to camera basics: Students will begin to develop an understanding of the basic camera settings. Students will explore how to capture interesting still life compositions in response to the photographer Edward Weston
<b>RE:</b>	Students will understand religious traditions in Great Britain and learn about Christianity and Buddhism
<b>Science:</b>	Electricity, Bonding and Making Salts, The Heart and the Circulatory System, Nervous System & the Endocrine System
<b>Spanish:</b>	Identity and Culture/Local and National and Global Areas of Interest: students learn to read, listen to, speak and write about relationships with family and friends and their homes, towns and neighbourhoods
<b>Sport BTEC:</b>	Students will start the course with component 1. They will be looking at the sports industry, in particular the structure and different sectors (private, public, voluntary) as well as the development of technology within different sports and physical activities