

Year 10 Business, IT and Computer Science Curriculum Outline

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Year 10 Business GCSE	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	Production processes and the role of procurement	The concept of quality and good customer service	Technology and ethical and environmental considerations	The economic climate	Globalisation and legislation	The competitive environment
Year 10 Computer Science	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	Systems Architecture (More advanced topics) and memory	Programming project	Algorithms	Programming Techniques, Translators and facilities of languages	Networks and system security	Programming techniques – robust programs
Year 10 IT	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	Revisit of project planning techniques – assessment of where students are when starting the year. Project planning techniques in practice and User Interface design.	Create an appropriate project plan for the design of a user interface which makes full and effective use of project planning techniques and create a comprehensive initial design that shows how it meets all user requirements.	Use their plan to develop and refine an effective user interface that shows all features and assess the strengths and weaknesses of their user interface and project plan, justifying decisions made.	Assess data collection methods and features used and how they affect the quality of data and decision making in two sectors, drawing detailed justified conclusions.	Select and use relevant methods to effectively and accurately manipulate data and produce a fully efficient and comprehensive dashboard.	Assess the effectiveness of the dashboard's presentation of data and how it affects the conclusions drawn and the recommendations made, using justified examples.