Subject Area: Technology IT – KS4

'Explores industry specific knowledge and experiences through a diverse range of skills including teamwork, creativity and problem solving. Students enhance their employability which contributes to their personal development and future economic well-being'

Curriculum Overviews	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 10	**Computing:** Project Life Cycles. Using different planning tools.	**Computing:** How to start a project. Reducing risks. Testing projects.	**Computing:** Processing data. Storing data. Cyber security.	**Computing:** Developing technological solutions. Create and use planning documents and tools.	**Computing:** Review and evaluate.	**Computing:** Further developing. technological solutions. Data manipulation.
	Creative iMedia: Pre-Production Documentation	**Creative iMedia:** Project Planning and Legislation	**Creative iMedia:** Graphics Theory	**Creative iMedia:** Graphical skills including Photoshop	**Creative iMedia:** R082 Assignment	**Creative iMedia:** Digital game types and platforms
	Enterprise: Types and characteristics.	**Enterprise:** Purpose of Enterprises and Entrepreneurs		**Enterprise:** Market research Customer needs Competitor behaviour	**Enterprise:** Factors that contribute to the success of an enterprise	
	Health and Social Care Human growth and development.	**Health and Social Care** Human growth and development. Assignment based on a chosen celebrity.	**Health and Social Care** Life events and the impact on growth and development.	**Health and Social Care** Life events and the impact on growth and development. Assignment based on a chosen expected or unexpected life event.	**Health and Social Care** Health and Social Care Services and Values. Different types of health and social care services and barriers to accessing them.	**Health and Social Care** Different types of health and social care services and barriers to accessing them. Assignment based on two case studies.
Year 11	**Computing:** Component 2: Planning for and Pitching an Enterprise Activity Collecting, storing and using data & information.		**Computing:** Different methods of processing data and presenting information.	**Computing:** Developing technological solutions.	**Computing:** Tools, techniques, methods and processes for technological solutions.	
	Creative iMedia: Digital Game Concept		**Creative iMedia:** Properties and features of a website	**Creative iMedia:** Planning and creating a multipage website.	**Creative iMedia:** Assignment	
	Enterprise: Promotion and Finance for Enterprise Enterprise:		**Enterprise:** Planning for and Pitching an Enterprise Activity		**Enterprise:** Planning for and Pitching an Enterprise Activity	
	Health and Social Care Component 3- Health and Wellbeing. Factors that affect health and wellbeing.	**Health and Social Care** Component 3- Health and Wellbeing. Interpreting health indicators	**Health and Social Care** Person-centred health and wellbeing improvement plans. External exam.	**Health and Social Care** Component 2 – Health and Social Care Services and Values. Demonstrate care values and review own practice.		**Health and Social Care** Component 3: Health and Wellbeing. Revision and recap for external exam.

Texts, Exam Boards and Useful Websites:

Key Stage 4 (Year 10 - 11)
Exam Board – Pearson Edexcel, Health & Social Care: www.nhs.uk ; www.skillsforcare.org.uk ; www.healthcareers.nhs.uk ; www.scie.org.uk/socialcaretv/ Enterprise https://www.bbc.co.uk/bitesize/guides/z8c9jxs/revision/1 Business - https://www.bbc.co.uk/bitesize/examspecs/zvwb382