

## Business Studies & IT Curriculum mapping 25-26

	September				October				November				December				January				February				March				April				May				June				July							
	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9	Week 10	Week 11	Week 12	Week 13	Week 14	Week 15	Week 16	Week 17	Week 18	Week 19	Week 20	Week 21	Week 22	Week 23	Week 24	Week 25	Week 26	Week 27	Week 28	Week 29	Week 30	Week 31	Week 32	Week 33	Week 34	Week 35	Week 36	Week 37	Week 38	Week 39									
Year 7	IT intro,		1. E-safety - RVHS E-Safety				2. Computational thinking and flowcharts				3. Kodu				3. Kodu		4. Computer Hardware and software		4. Computer Hardware and software, intro to binary				5. Spreadsheets																									
Year 8	1. Comp thinking		2. Humans and cybercrime				2. Humans and cybercrime		3. Data representation				3. Data representation		4. Spreadsheets		4. Spreadsheets				5. Python / Edublocks				6. Networks																							
Year 9	1. E-safety developments		2. Computational thinking & algorithms				3. Basic Python programming				4. Business project				5. Data rep				5. Data rep		6. Data Science / advanced		6. Data Science /advanced spreadsheets																									
Year 10 Business	Unit 1.1 Spotting a business opportunity								Unit 1.2 Showing Enterprise								Unit 1.3 Putting a Business idea into practice								Unit 1.4 Making the start up effective								Unit 1.5 The economic context								Unit 2.4 Making financial decisions							
Year 10 ICT	Unit 1: 1.1. How IT can be used to fulfil the needs of organisation and individuals; Unit 2: Graphic design skills								Unit 1: 1.2: How data and information is used and transferred, unit 2: Database skills								Unit 1: 1.2: How data and information is used and transferred, unit 2: Spreadsheet skills								Unit 1: 1.3: Legal, moral, ethical, cultural and environmental impacts of IT and the need for cybersecurity; unit 2: Automated document skills								Unit 2: NEA - Logo															
Year 10 Comp Science	2.4.1 Boolean Logic & 1.2.3 Units		1.2.4 Data storage, Numbers and Characters, sound & images & compression				2.1.2 Designing, creating and refining algorithms		1.1.1 Architecture of the CPU				2.2.2 Data types, 2.2.1 Programming fundamentals, 1.1.2 CPU performance, 1.1.3 Embedded systems				1.2.1 Primary storage, 1.2.2 Secondary storage, 2.2.3 additional programming techniques				1.3.1 Networks and topologies, Practical programming skills				1.3.2 Wired and wireless networks, protocols and layers, 1.4.1 threats to computer systems and networks																							
Year 11 Business	Unit 2.1 Growing the business								Unit 2.2 Making marketing decisions								Unit 2.3 Making operational decisions								Unit 2.5. Making human resource decisions								Preparation for summer exam															
Year 11 ICT	Data and information		Unit 2 NEA: Databases				Networks		Unit 2 NEA Spreadsheets				1.3 Legal, moral, ethical, cultural and environmental		Unit 2 NEA Automated document				Preparation for summer exam				Preparation for summer exam				Study Leave / Revision																					

Half term

Christmas Holidays

Half Term

Easter Holidays

Half Term