Sir Thomas Wharton
Curriculum Journey

Key

- **Computer Science** — Academic option
- **Information Technology** — Vocational option
- **Business Studies** — Academic option
- **Business Studies** — Vocational option
- **Enrichment** — Year 12 option

Year 13

Edexcel A-Level Business Studies
Theme 3: Business decisions and strategy
3.1 Business Objectives and Strategy
3.2 Business Growth
3.3 Decision-Making Techniques
3.4 Influences and Business Decisions
3.5 Assessing Competitiveness
3.6 Managing Change
Theme 4: Global Business
4.1 Globalisation
4.2 Global Markets and Business Expansion
4.3 Global Marketing
4.4 Global industries and companies (multinational corporations)

BTEC Level 3 ICT
Unit 1 – Information Technology Systems
Externally assessed Examination
Unit 5 – Data Modelling
Internally Assessed Controlled Assessment
A Investigate data modelling and how it can be used in the decision-making process
B Design a data model to meet client requirements
C Develop a data model to meet client requirements

AIM Awards Level 3 Extended Award in eSports Business, Industry Knowledge and Tournament Organisation
Unit 1 - The E-sports Industry
1.1 Understand the landscape of the esports industry
1.2 Understand how law and regulations impact upon the industry
1.3 Know about career opportunities across the esports industry
1.4 Know about the development of game play in esports
1.5 Know how esports tournaments are organised
Unit 2 - Organising and Running an E-sports Tournament
2.1 Be able to organise a local esports tournament
2.2 Know how to evaluate the success of an esports tournament

BTEC Level 3 Business
Unit 3 – Personal and Business Finance
Externally Assessed Examination
Unit 8 – Recruitment and Selection Process
Internally Assessed Controlled Assessment
A Examine how effective recruitment and selection contribute to business success
B Undertake a recruitment activity to demonstrate the processes leading to a successful job offer
C Reflect on the recruitment and selection process and your individual performance.

OCR A-Level Computer Science
Component 2 - Algorithms and programming
2.1 Elements of computational thinking
2.2 Problem solving and programming
2.3 Algorithms to solve problems and standard algorithms
Component 3 – Programming Project
3.1 Analysis of the problem
3.2 Design of the solution
3.3 Developing the solution
3.4 Evaluation

Next Steps
- University
- Apprenticeship
- Job/Career

KS5 ▲

KS4 ▼

Year 12

OCR A-Level Computer Science
Component 1 - Computer Systems
1.1 The characteristics of contemporary processors, input, output and storage devices
1.2 Software and software development
1.3 Exchanging data
1.4 Data types, data structures and algorithms
1.5 Legal, moral, cultural and ethical issues

BTEC Level 3 Business
Unit 1 – Exploring Business
Internal Assessment Controlled Assessment
A Explore the features of different businesses and analyse what makes them successful
B Investigate how businesses are organised
C Examine the environment in which businesses operate
D Examine business markets
E Investigate the role and contribution of innovation and enterprise to business success.
Unit 2 – Developing a Marketing Campaign
Externally Assessed Examination

Edexcel A-Level Business Studies
Theme 1: Marketing and People
1.1 Meeting Customer Needs
1.2 The Market
1.3 The Market Mix and Strategy
1.4 Managing People
1.5 Entrepreneurs and Leaders
Theme 2: Managing Business Activities
2.1 Raising Finance
2.2 Financial Planning
2.3 Managing Finance
2.4 Resource Management
2.5 External Influences

BTEC Level 3 ICT
Unit 2 – Creating Systems to Manage Information
Externally assessed
Unit 3 – Using Social Media in Business
Internally Assessed Controlled Assessment
A Explore the impact of social media on the ways in which businesses promote their products and services
B Develop a plan to use social media in a business to meet requirements
C Implement the use of social media in a business

Year 11

OCR GCSE Business Studies
Business 2: Operations, finance and influences on business
4. Operations - Production processes, Quality of good and Services, Business Locations, Laws and Suppliers
5. Finance - Finance Function, Sources of Finance, Revenue, Costs, Profit, Loss, Break-even and Cash flow
6. Influences on business - Ethical and Environmental Considerations, Economic Climate and Globalisation
7. The interdependent nature of business

BTEC Tech Enterprise
Component 1 - Exploring Enterprises
Controlled Assessment
A Understand how and why enterprises and entrepreneurs are successful
B Understand customer needs and competitor behaviour through market research
C Understand how the outcomes of situational analyses may affect enterprises.
Component 3 - Exploring Enterprises
External Assessment
A Marketing activities
B Financial documents and statements
C Financial planning and forecasting

WJEC ICT
Unit 1 - ICT in Society
Controlled Assessment
1.1 How IT can be used to fulfil the needs of organisations and individuals
1.2 How data and information is used and transferred
1.3 Legal, moral, ethical, cultural and environmental impacts of IT and the need for cybersecurity

OCR GCSE Computer Science
Component 2 - Computational thinking, algorithms and programming
2.1 Algorithms
2.2 Programming Fundamentals (**Python**)
2.3 Producing Robust Programs
2.4 Boolean Logic
2.5 Programming languages and Integrated Development Environments

OCR GCSE Computer Science
Component 1 - Computer Systems
1.1 System Architecture
1.2 Memory and Storage
1.3 Computer Networks, Connections and Protocols
1.4 Network Security
1.5 System Software
1.6 Ethical, legal, cultural and environmental impacts of digital technology

BTEC Tech Enterprise
Component 2 - Planning and Presenting a Micro-Enterprise Idea
Controlled Assessment
A Choose an idea and produce a plan for a micro-enterprise idea
B Present a plan for the micro-enterprise idea to meet specific requirements
C Review the presentation of the micro-enterprise idea to meet specific requirements.

OCR GCSE Business Studies
Business 1: Business activity, marketing and people
1. Business activity - Enterprises, entrepreneurship, Business planning, Ownership, Aim & Objectives, Stakeholder and business growth.
2. Marketing - Role of Marketing, Market Research, Market Segmentation and Marketing Mix
3. People - Human Resources, Organisational structures, Communication, Recruitment, Training and Employment Law

KS3 ▼

Year 10

Python — Text Based Programming

Digital Design — Logo, Business Card and Letter Creation

iDEA Award — Silver Award

WJEC ICT
Unit 2 - ICT in Context
Controlled Assessment
2.1 Planning, creating, modifying and using databases
2.2 Planning, creating, modifying and using spreadsheets
2.3 Planning, creating and modifying an automated document
2.4 Planning, creating, manipulating and storing images

Year 9

User Interfaces — Planning and Creation

Binary — Binary, Hexadecimal and Addition

Spreadsheet Quiz — Advanced Skills

MakeCode Arcade — Games Development

iDEA Award — Bronze Award

HTML — Web Development

Graphics — Image Editing

Databases — Usage and Creation

Code Breaking — Encryption

Year 8

Digital World: Social Media and Emails

iDEA Award — Introduction

Computer Systems — Hardware & Software

Micro:bit — Block based programming

Year 7

Baseline Assessment on KS2 Skills

Online Safety

Spreadsheets — Basic Skills