



# Baston House School – Key Stage 4 Curriculum Map

## Year 10

Subject	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>Core Subjects</b>						
<b>Careers</b> <b>NCFE Entry Level 3</b> <b>Employability Skills</b>	Unit 01 Understanding mindset	Unit 23 Looking for work.	Unit 25 Getting ready for an interview Unit Code:	Unit 16 Working in a team.	Unit 03 Making the right impression at work	Unit 12 Problem solving skills for work.
<b>English: Functional skills</b>	Paper 2 Creative, Autobiographical and Descriptive Writing	Paper 1 Non-fiction texts to instruct, describe, explain persuade	Paper 1 Respond to range of Non-fiction texts	Paper 2 Transactional Writing	Speaking, listening and communicating – presenting a topic of own choice  Internal assessment	External examination (if applicable)
<b>English Language: GCSE</b>	Component 1 Section B Creative, Autobiographical Writing	Component 1 Section A  Fiction reading for meaning	Component 2 Section A Respond to range of 19C and 21C Non- fiction texts	Component 2 Section B Transactional Writing	Speaking, listening and communicating – presenting a topic of own choice	Revisit – targeted intervention
<b>Independent Living</b>	Myself within the community	Myself within the community	Choices and decisions	Choices and decisions	Individual Rights and Responsibilities	Individual Rights and Responsibilities
<b>PSHE</b>	<b>British Values</b> Critical Thinking & Fake News Hate Crime in the UK British Values and Identity Mutual Respect & Tolerance Individual Liberty	<b>Exploring World Issues</b> International Organisations Peace, War & Conflict Human Rights During War Aid & Supporting Other Countries	<b>Risk, Relationships &amp; Sex Education-</b> Pleasure and Delaying Sexual Activity Campaigning Against FGM Sexting, Nudes and Dick Pics	<b>Violence, Crimes &amp; Seeking Safety</b> Honour Based Violence Forced Marriage and Breast Ironing Online Gaming & Gambling Social Media Validation	<b>Mental Health and Wellbeing</b> Child Sexual Abuse Screen Time Mental Health Illnesses Self-Harm Suicide (Thoughts and Feelings) Promoting Emotional Wellbeing	<b>Rights and Responsibilities</b> Insta and TikTok Generation Targeted Advertising and Your Data What is Marriage Rights and Responsibilities Consumer Rights

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<b>PSHE (continued)</b>	What are Human Rights Democracy Explored	Striking and Trade Unionism Women's Rights and Equality Fair Trade and Free Trade	Online Pornography (Myths vs Reality) Porn and its Impact on Society Unhealthy Relationships, Sexual Assault and Rape Sexualisation of the Media	Modern-Day Slavery Keeping Your Data Safe Causes of Knife Crime		Employment Rights Exploring a Pay Check
<b>Maths: Entry Level Certificate</b>	Using numbers and the number system – whole numbers		Using common measures, shape and space		Handling information and data Revision Assessment	
<b>Maths: Functional Skills</b>	Use of Number & the number system Use of measurement, shape & space Use of Number & the Number System Handling Information & Data	Use of Number & the number system Use of measurement, shape & space Practice Papers	Handling Information & Data Use of Number & the number system Use of measurement, shape & space	Use of measurement, shape & space Use of Number & the number system Use of measurement, shape & space Practice Papers	Revision	Revision
<b>Maths: GCSE</b>	<b>Similarity</b> Congruence, similarity and enlargement Trigonometry	<b>Developing Algebra</b> Representing solutions of equations & inequalities Simultaneous equations	<b>Geometry</b> Angles & bearings Working with circles Vectors	<b>Proportions &amp; proportional change</b> Ratios & fractions Percentages & interest, Probability	<b>Delving into data</b> Collecting, representing & interpreting data Using number Non-calculator methods	<b>Using number</b> Types of number & sequences Indices & roots Expressions – manipulating expressions
<b>Physical Education</b>	<b>Basketball / Rugby/ Football (indoor / outdoor)</b> Execute chest, bounce and overhead passes	<b>Badminton</b> Hold a racket correctly Play an overarm hit which crosses the service line	<b>Health related Fitness</b> Skill replication in a range of fitness activities that test physical capacity.	<b>Hockey/Volleyball</b> Principles of attack and defence Finding, using and denying space	<b>Athletics</b> Achieve a good body position when sprinting Understand and explain the term 'high knees'	<b>Tennis / Choice</b> Make contact but do not always get it over the net Move towards the ball with the correct footwork Start a rally

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<b>Physical Education (continued)</b>	Dribble changing the speed and direction of the ball Demonstrate a set shot and a lay-up with the right technique Demonstrate pivoting comfortably Understand 'double dribble', 'travel' and 'personal foul' rules	Complete an underarm serve Play a rally with a partner, including different shots Understand the rules of service and scoring	Use a range of health and fitness terminology. Understanding of the way the body responds to exercise. Warm up & cool down routines/movements. Circuit movements Tests for components of fitness Boxercise techniques Difference in running for speed/endurance	Making decisions quickly and efficiently Application of game rules Understanding how to work as a team effectively Skills Passing/Receiving Dribbling – open and reverse side Ball control Shooting Defending/Tackling	Demonstrate the 'hop step jump' technique of triple jump Demonstrate the importance of using arms to create power Be able to perform a standing long jump correctly. Understand how to measure a run-up. Explain the need to travel from low to high during throwing Demonstrate the use of legs to create more power when throwing Explain all the rules of throwing events Understand how to measure during throwing events	with an underarm serve. Perform a variety of shots both forehand and backhand with some success. Try to be effective in a game performing strokes when not under pressure Vary my serve and make it difficult to return. Play a range of strokes with a good standard of technique, placement and at time disguise Outwit my opponent whilst under pressure demonstrating a high level of skill
<b>Science: Entry Level Certificate</b>	Component 1: What the Body is made of Component 1: How the Body Works	Component 1: How the Body Fights Disease Component 1: How the body is coordinated	Component 3: Atoms Elements and Compounds Component 3: How structure effects Properties	Component 3: Separating Mixtures Component 3: Metals and Alloys Component 3: Polymers	Component 5: Energy, energy transfers and energy resources Component 5: Forces and work	Component 5: Speed and Stopping Distances Component 5: Atoms and Nuclear Radiation
<b>Travel Training</b>	<b>More Complex Travel Knowledge</b> Delays, diversions, alternative routes Emergency procedures	<b>More Complex Travel Knowledge</b> Delays, diversions, alternative routes Emergency procedures Personal safety and boundaries	<b>Journey Planning Skills</b> Planning multi-step journeys. Reading full timetables Using travel apps independently Managing travel money	<b>Journey Planning Skills</b> Planning multi-step journeys. Reading full timetables Using travel apps independently Managing travel money	<b>Student-Led Travel</b> Supervised but student-led journeys Practising alternative routes Real-life problem-solving	<b>Student-Led Travel</b> Supervised but student-led journeys Practising alternative routes Real-life problem-solving

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<b>Option Subjects</b>							
<b>Art</b>	<b>BTEC Level 1 / 2 Art and Design award</b>	Unit 3 Communicating Ideas in 2D		Explore 2D Visual language and working practices Investigate how artists, crafts people and designers communicate in 2D	Research and compare two different street festivals Explore and include information about the people who are involved		
	<b>BTEC Art Level 1 / 2 award</b>	Unit 6 Investigating contextual references in Art and Design		Investigate historical and contemporary art, craft, and design practice. Explore art, craft, and design examples relevant to your own work.	Come up with concept ideas for graphic animation, character, or level designs for a new game.		
	<b>AQA Art Unit Awards 120580</b>	Creating a character for use in an animated sequence		Decide on a scenario, decide on a character, and draw your character	Use a storyboard Create an inventory Explain the outcome of the scenario		
<b>Business Studies AQA GCSE</b>		Induction Unit 1: Business in the real world	Unit 2: Influences on business	Unit 3: Business operations	Unit 4: Human Resources	Revision	Revision
<b>Design Technology AQA UNIT AWARDS</b>		Creating a Folio Updating Folio Research on products, materials, joining methods and finishes. Making sample Wood joints. Health and safety. Hand tools. Various portable tools and machines	Updating Folio Further research Drawing techniques isometric Maintain a safe working environment Exploring plastics and metal	Updating Folio Researching similar products based on what their product will be Modelling techniques Annotating	Updating Folio Development of ideas/modelling Annotating Surface finishes 2d design CAM training	Updating Folio Feedback and evaluating skills. Discuss craft ideas with others. Develop craft idea(s) in response to feedback. Identify preferred craft idea giving reasons for choice Plan production of final product	Updating Folio Production of final craft work State safe working practices to be used when working with selected tools and materials Review the creative process Evaluation of final product
<b>Duke of Edinburgh Bronze Award</b>		Introduction to DofE Participant Entries and plans submitted on DofE App/online platform St Johns First Aid Certificate Training	Ongoing Training towards Expedition Ongoing St Johns First Aid Certificate Training	Highway Code, Country Code, Waterways code Ongoing Training towards Expedition Completion of St Johns First Aid Certificate Training	On school site Mock Expedition Country Code Waterways Code Ongoing Training towards Expedition	Off school site Mock Expedition	Mock Expedition Training and Assessed Expedition.

Subject		Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Food Preparation	<b>BTEC Home Cooking Skills Level 1</b>	Introduction and assessment of skill/knowledge base Health & safety Healthy eating	Cooking methods	Cooking methods	Final assessment Adapting recipes Assessment planning	Final assessment Food planning and independent living	Food planning and independent living
	<b>BTEC Home Cooking Skills Level 2</b>	Introduction and assessment of skill/knowledge base Health & safety Healthy eating	Cooking methods	Cooking methods	Adapting recipes Assessment planning	Final assessment Food planning and independent living	Food planning and independent living
	<b>Year 1 AQA UAS and courses for employment</b>	Unit: 114849 Making jambalaya Level 1 Short course: food safety Unit: 116569 Making calzone Level 1 Short course: food hygiene	Unit: 111342 Developing cookery skills (Unit 1) Level 1 Food allergy course (Level 2)	Unit: 117584 Food preparation using different cooking methods Level 2 Food hygiene course (Level 2)	Unit: 116129 Food preparation: Further skills Level 2 Food safety course (Level 2)	Unit: 111684 Creating healthy menus Level 2	Unit 115267 Cooking skills (Unit 3) Level 2
Horticulture	<b>Entry Level AQA UAS</b>	<b>Unit 113654</b> Introduction to gardening <b>Unit 113209</b> Planting bulbs with support <b>Unit: 111570</b> Planting up a hanging basket		<b>Unit: 76681</b> Horticulture: Seed sowing <b>Unit: 119399</b> Horticulture: Potting on with support <b>Unit: 119398</b> Horticulture: Preparing and planting an area with supervision		<b>Unit: 118754</b> Horticulture: (Unit1): PPE, Tool safety, names of plant parts <b>Unit: 118755</b> Horticulture: (Unit 2): Watering with support	
	<b>Level 1 AQA UAS</b>	<b>Unit: 114326</b> Horticulture: Preparing a bed for planting (Single Digging) <b>Unit 114330</b> Horticulture: Seed sowing	<b>Unit: 114331</b> Horticulture: Pricking out <b>Unit 118758</b> Horticulture (Unit 2): Planting bulbs	<b>Unit 119400</b> PPE, Tool Safety and Plant Parts <b>Unit 114325</b> Horticulture: Tools and tool maintenance	<b>Unit 116551</b> Allotments (Unit 1) Seeds, propagation, soil and compost <b>Unit 112947</b> Growing potatoes	<b>Unit 123952</b> Sowing and growing tomatoes <b>Unit 119395</b> Horticulture: Potting on plants	<b>Unit 124709</b> Growing salad Leaves <b>Unit 119392</b> Horticulture: Taking a cutting

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ICT/Computing	<b>BTEC Introductory Certificate in Digital Media</b>	<b>Digital Graphics</b> Understand bitmap images Understand vector image Create and manipulate a simple group of objects to form designs. Use a graphics package to create a range of digital images.	<b>A1: Being Organised</b> <b>A</b> Explore techniques to improve own organisational skills <b>B</b> Review the use of techniques to improve own organisational skills <b>DM5: Creating a storyboard</b> <b>A</b> Explore the components of storyboards and how they are used <b>B</b> Produce a storyboard for a specified media product.	<b>DM9: Creating an Animation</b> <b>A</b> Develop draft layout designs for digital products <b>B</b> Produce a layout design for a selected digital product.	<b>DM6: Designing an Interactive Presentation</b> <b>A</b> Design and create an interactive presentation <b>B</b> Present and communicate information through an interactive presentation.	<b>A2: Developing a Personal Progression Plan</b> <b>A</b> Explore the skills and behaviours needed to meet personal progression goal <b>B</b> Produce a progression plan to meet intended progression goal.	<b>A2: Developing a Personal Progression Plan</b> <b>A</b> Explore the skills and behaviours needed to meet personal progression goal <b>B</b> Produce a progression plan to meet intended progression goal.
	<b>BTEC Award in Information and Creative Technology Year 1</b>	<b>Unit 6: Creating Digital Graphics</b> <b>Learning Aim A</b> Understand the applications and features of digital graphic products <b>Learning Aim B</b> Design digital graphic products	<b>Unit 6: Creating Digital Graphics</b> <b>Learning Aim B</b> Design digital graphic products <b>Learning Aim C</b> Create, test and review digital graphic products.	<b>Unit 6: Creating Digital Graphics</b> <b>Learning Aim C</b> Create, test and review digital graphic products.	<b>Unit 4: Creating Digital Animation</b> <b>Learning Aim A</b> Understand the applications and features of digital animation products <b>Learning Aim B</b> Design a digital animation product	<b>Unit 4: Creating Digital Animation</b> <b>Learning Aim B</b> Design a digital animation product <b>Learning Aim C</b> Create, test and review a digital animation product	<b>Unit 4: Creating Digital Animation</b> <b>Learning Aim C</b> Create, test and review a digital animation product
<b>Music</b>  <b>TRINITY ROCK AND POP: INDIVIDUAL INSTRUMENT</b>		Introduction and assessment of skill/knowledge base	Working On Piece 1	Working On Piece 2	Working On Technical Focus Piece	Session Skills Working On/Collating All Pieces	Exam Preparation

Subject	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>Music Technology</b>  <b>NCFE Level 1 Award</b>	<b>Introduction to Garageband</b> Know some of the key principles behind loop sequencing Give examples of commonly used loop sequencing software packages with their key features Give examples of the limitations of loop sequencing when compared to full audio/MIDI sequencing	<b>MIDI vs. Audio</b> Outline the key differences between audio and 'virtual instrument' (MIDI) tracks Outline the methods used by loop sequencing software to match the loop tempos of audio samples	<b>Composition</b> Be able to produce music using loop sequencing Locate and audition audio/MIDI loops for use in a sequence Use editing operations on audio parts	<b>Recording + Editing MIDI/AUDIO</b> Use editing operations on 'virtual instrument' (MIDI) parts Add, arrange, loop and crop parts to create an effective multi-track piece of music Make simple acoustic sound effects using readily available resources	<b>Sound Design</b> an example of an audio product that feature sound effects Investigate different sound effects and the methods used to create them Identify possible sources of potential sound effects for a specified audio production	<b>Mixing and Mastering</b> Identify the main controls on an effects processor Prepare an effects processor for use Send an audio signal to an effects processor Adjust the balance of wet and dry signals Apply preset effects using an effects processor Adjust parameters within an effect Save and recall effects
<b>3D Modelling</b>	<b>Lego sculptures</b> Research plan and create your own Lego sculpture	<b>Create a movie using Lego stop motion movie unit</b> Plan an idea for a movie Use movie maker Use movie maker to take still photos <b>Create a movie using Lego stop motion movie unit</b> Use at least 2 characters Add voice overs Present movie to an audience	<b>Minecraft Lego Project</b> Choose a suitable Minecraft LEGO set to create Follow the given instructions to create the LEGO set without support	<b>Build a Lego model as a team</b> Take turns as part of the building team Learn the three roles of the building team, i.e. the engineer, the builder, the supplier Listen to and follow instructions from others	<b>Creating a movie using Lego movie maker/stop go animator</b> Create a movie script And scenario Film the movie Crate a film credit list	<b>Stop motion animation</b> Plan a story Create a character Film the character in action Upload images on video editor

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<b>Performing Arts</b>  <b>Pearson BTEC Level 1</b>	<b>Fundamentals</b> Explore techniques to improve own organisational skills Review the use of techniques to improve own organisational skills.	<b>Performance Styles</b> Explore the skills and behaviours needed to meet personal progression goal Produce a progression plan to meet intended progression goal.	<b>Character Development</b> Rehearse for a performance, reflecting on own skills Act in a performance.	<b>Script Writing</b> Plan ways to prepare for a performance using information Communicate a warm-up routine to others	<b>Monologues</b> Plan a rehearsal process for a performance Work independently to perform a short passage of script.	<b>Ensemble Performance</b> Work with others to rehearse and perform. To learn and memorise lines and stage directions for a group performance.
<b>BTEC Sport</b>	<b>Unit 1 Fitness for sport and Exercise</b> Learning aim A: Know about the components of fitness and the principles of training	<b>Unit 1 Fitness for sport and Exercise</b> Learning aim B: Explore different fitness training methods	<b>Unit 1 Fitness for sport and Exercise</b> Learning aim C: Investigate fitness testing to determine fitness levels	<b>Unit 3 - Applying the principles of Personal Training</b> Learning aim A: Design a personal fitness training programme	<b>Unit 3 - Applying the principles of Personal Training</b> Learning aim B: Know about exercise adherence factors and strategies for continued training success Learning aim C: Implement a self-designed personal fitness training programme to achieve own goals and objectives.	<b>Unit 3 - Applying the principles of Personal Training</b> Learning aim D: Review a personal fitness programme
<b>Textiles</b>	<b>Creating a customised fashion garment</b> plan a design to customise the garment, taking design, colour and texture into account, with support from the	<b>Textile Printing/ design and heat pressing</b> To design an image and heat press on to a garment or bag <b>Design a motif for printing</b>	<b>Making and decorating a cushion</b> Make a cushion Chose a suitable design to transfer on to your cushion Decorate your cushion with embroidery and embellishment	<b>Sewing machine operation</b> Learn how to set up and use a sewing machine safely <b>Make an item of clothing</b> Design and make an item of clothing using sewing	<b>Designing and making an item of jewellery</b> Design a piece of jewellery source specific materials to make your jewellery Use tools safely Create a final piece of jewellery	<b>Customise a tote bag</b> Create designs for personalising a tote bag, chose materials and decorate tote bag <b>Make a textile collage</b> Manipulate chosen textiles to make a collage

Subject	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>Textiles (continued)</b>	workshop tutor where necessary	Learn how to create a motif design Printing on to textiles using block printing and screen printing		machine and pattern		