Business

EXAM
FINAL EXAM

Revision for exam: Prepare for the Business 1 & 2 Exams.

7. The nature of business
BUSINESS 2

Risk vs. Reward: Evaluate the impact of risk vs. reward in business.

Environmental considerations: Evaluate the impact of environmental considerations on businesses.

6. Influences on Business
BUSINESS 2

Revenue, Profit and Lost: Learn to calculate a range of business calculations.

5. Finance
BUSINESS 2

Sales and Customers: Investigate how customer service and sales are critical to business.

4. Operations
BUSINESS 2

Production Processes: Understand different production processes and the technology used.

Employment Law: Understand how the employment law is incorporated to protect employers and employees.

YEAR 11

Entrepreneurs: Understand the characteristics of an entrepreneur

Stakeholders: Understand the different individuals involved in business activities

The role of marketing: Understand the importance of marketing in business.

The Marketing Mix: Understand different elements of the marketing mix

1. Business Activity
BUSINESS 1

2. Marketing
BUSINESS 1

3. People
BUSINESS 1

Human Resources: Understand the role of HR departments in businesses.

Business Introduction Work areas and expectations

YEAR 10

Excel Functions: Experimenting in creating dashboards to data analysis

Photography: Investigate the principles behind photography.

Creativity: Using techniques such as biomimicry to create design.

Security breaches: Protocols and actions to prevent network security breaches.

OCR IT TASTER
IT THEORY

IMEDIA TASTER
FRONT-END DESIGN

CS TASTER
COMPUTATIONAL THINKING

CYBER SECURITY
IT THEORY

Learning about different CS pathways through project tasters for Year 9 Options/

Experience of multiple pathways and skills available in Year 10.

Searching: Use search engines efficiently to improve accuracy of results

The Internet: Learn how we manage and transfer data across networks

Network Topologies: How networks are designed and constructed.

Managing Data: Use sorting algorithms to control data.

SMART Tech: Investigate the impact of SMART technologies on our lives.

YEAR 9

WEB THEORY
IT THEORY

MICRO-BIT GAMING
COMPUTATIONAL THINKING

THE INTERNET OF THINGS
COMPUTING THEORY

Broadening knowledge of programming and understanding of the workings of computer hardware.

Experience of the practical application of skills in creative and problem solving tasks.

Evaluate: Understand how to make appropriate hardware choices.

Research and Interviews: Develop questioning techniques to interview staff and students.

Flowcharts: Breaking down algorithms into simple steps.

Algorithms: Understanding programming techniques such as FOR loops

Computer Components: Understanding the function of different computer hardware.

COMPUTER ARCHITECTURE
COMPUTING THEORY

BBC SCHOOL REPORT
FRONT-END DESIGN

PYTHON PROGRAMMING
COMPUTATIONAL THINKING

Video editing: Working with videos to edit, import and export.

Reports: Experimenting with different methods of reporting trends and queries.

Processes: Developing algorithms to solve problems

Teams: Work in teams develop flow chart solutions to real world problems.

Develop: Block games in Kodu and Scratch
Written programs in SmallBasic

Graphics: Produce graphics using SmallBasic

YEAR 8

Learning about foundation principles in Computer Systems and an introduction to programming

Experience of multiple software both technical and creative.

Coding: What are the differences between using block and written programming software?

BLOCK TO WRITTEN PROGRAMMING
COMPUTATIONAL THINKING

DATA ANALYTICS
IT THEORY

FLOWOL
COMPUTATIONAL THINKING

Data Models: Using spreadsheets and databases for manage data.

Planning: Create detailed solutions using efficient programming.

Evaluate: Does your produce work? Can you fix problems?

APP DESIGN
FRONT-END DESIGN

E-SAFETY
IT THEORY

YEAR 7

Design: Designing different features such as layout, navigation and information to include in an App.

Product Analysis: What makes an App suitable, or desirable? How can we learn from others?

Cryptography: How are messages/data sent securely across networks?

Viruses: Different computer viruses. How do we protect our devices?

Rules: How to safely use a variety of computer features.

Baseline Assessment: What do you already know about CS?

Introduction to CS: Work areas and expectations

Welcome! Settling in, usernames and passwords.

THE FERNWOOD SCHOOL