

Yardleys Curriculum Aims

- To achieve academic excellence
- To educate the 'whole child' so they are ready for life
- To work collaboratively and ethically to provide education of the highest standard

Key Stage 4

Subject	Autum		S	oring		Summer			
Art	Portraiture & Pri	Р	Photoshop and Fi	nal Piece Compos	sition	Sustained Focus: Identity			
	Sustained Focus: Identity			omponent 2: Exte	ernally Set Assign	iment			
	Ecosystems and Material cy	ey Concepts Exchange an			nd Transport in Animals		Plan	Plant Structures and their Functions	
Biology	Plant Structures and their Functions	Animal Coordination, C and Homeostasis	(ells and		Control		h, Disease and the pment of Medicines		Cells and Control
	Cells and Control and Genetics				noptic Revision and High Frequency Questions				
Chemistry	Matter and Separating Mixtures								Calculations Involving Masses
	Chemical Changes 1 (Acids, Alkalis and Salts)	Chemical Changes (Electrolysis)	5 2	Rates and En	ergy Changes Meta		lls and Extracti	on	Chemical Equilibria
	Quantitative Analysis Fuels and Earth Science	Qualitative Analysis and Hydrocarbons	-	ic Chemistry and Materials	Synoptic Links and Revision				
Computer	Architecture Memory and Storage Programming			Computer Networks Programming				-	stems Software and Programming
Science	Algorithms, Programming Techniques Robust Programs, IDE			Boolean Logic Revision					

Geography Morid fieldwork Geography The Changing Economic World Resource Management Exam preparation - pre-release materials History Elizabeth Migrants Mughals History Elizabeth Nazi Germany Year 10 - Creative Media Production COMP 1,2&3: Content, Theory & Skills COMP 1 Prep COMP 1 NEA COMP 2 NEA Prep Year 11 - Creative Media Component 1 - Exploring User Interface Design Principles and Project Planning Techniques Component 1 - Exploring User Interface Design Principles and Project Planning Techniques Component 3 - Effective Digital Working Practices Component 3 - Effective Digital Working Practices IT Factors, Multiples, Powers & Roots Rounding & Estimation Basic Angles & Parallel Lines Bearings, Maps & Scales Naths Substitution Solving & Representing Inequalities Piciples on Prolycens Solving & Representing Inequalities Rations Rations Solving & Representing Inequalities Ratinge Ratis Rearranging<	Duran	Performance an		Devising	g Drama	Performance and Response			
English 'Frankenstein' 'Romeo and Juliet' Long Writing (Noom 101) (Comparison) & Unseen Poetry 'Animal Farm' Geography Language (grouped by skill, i.e. Evaluation) Interleaving of Literature and Language U////////////////////////////////////	Drama		l Response	Perfo	•				
Language (grouped by skill, i.e. Evaluation) Interleaving of Literature and Language Geography UK Physical Landscapes Challenges in the Urban Environment The Living World Urban Issues fieldwork/The Livi World fieldwork History Elizabeth Resource Management Exam preparation - pre-release materials World fieldwork Year 10 - Creative Media Production COMP 1,2&3: Content, Theory & Skills COMP 1 Prep COMP 1 NEA COMP 2 NEA Prep Year 11 - Creative Media Production Component 1 - Exploring User Interface Design Principles and Project Planning Techniques Component 2 - Collecting, Presenting and Interpreting Data Component 1 - Exploring User Interface Design Principles and Project Planning Techniques Component 2 - Collecting, Presenting and Interpreting Data Component 2 - Collecting, Presenting and Interpreting Data Solving & Representing Inequalities Rounding & Estimation Basic Angles & Parallel Lines Barings, Maps & Scales Indices Solving Inear Equations Angles in Principles & Quads Angles in Pringens Solving & Representing Inequalities Rounding & Estimation Basic Angles & Parallel Lines Barings, Maps & Scales Solving Near Representing Inequalities Rounding & Estimation Basic Angles & Parallel Lines Barings, Maps & Scales Solving Inear Equations Angles in Pringens Reparation Reparation Reparation Reparation Solving Representing Inequalities Randard Form	Fnglish	'Frankens	'Romeo and Juliet'			(Comparison) & Unseen	'Animal Farm'		
Geography UK Physical Landscapes Challenges in the Urban Environment The Living World fieldwork/The Living World The Changing Economic World Resource Management Exam preparation - pre-release materials History Elizabeth Migrants Mughals History Around Us - Kenilworth Castle Nazi Germany Mughals Year 10 - Creative Media Production COMP 1,2&3: Content, Theory & Skills COMP 1 Prep COMP 1 NEA COMP 2 NEA Prep Year 11 - Creative iMedia RO98 RO98/93 RO93 Component 2 - Collecting, Presenting and Interpreting Principles and Project Planning Techniques Component 3 - Effective Digital Working Practices Component 3 - Effective Digital Working Practices IT Component 3 - Collecting, Presenting and Interpreting Data Component 3 - Effective Digital Working Practices Solving & Representing Inequalities Maths Basic Angles & Parallel Lines Bearing, Mays & Scales Pres Substitution Solving Lines Charts Solving & Representing Inequalities	Linglion	Language (grouped by s	skill, i.e. Evaluation)	Interleav	ving of Liter	ature and Language			
History Elizabeth Migrants Mughals History Elizabeth Nazi Germany Mughals Year 10 - Creative Media Production COMP 1,2&3: Content, Theory & Skills COMP 1 Prep COMP 1 NEA COMP 2 NEA Prep Year 11 - Creative iMedia RO98 RO98/93 RO93 Component 1 - Exploring User Interface Design Principles and Project Planning Techniques Component 1 - Exploring User Interface Design Principles and Project Planning Techniques Component 3 - Effective Digital Working Practices Solving & Representing Inequalities Ration Solving Linear Equations Angles in Tringles & Quads Solving & Representing Inequalities Ratio Pie Charts Solving in Practices Solving & Representing Inequalities Ration Pie Charts	Geography	UK Physical Landscapes	ban Environmer	nt	The Liv	ing World	Urban Issues fieldwork/The Living World fieldwork		
History History Around Us – Kenilworth Castle Nazi Germany Year 10 – Creative Media Production COMP 1,2&3: Content, Theory & Skills COMP 1 Prep COMP 1 NEA COMP 2 NEA Prep Year 11 – Creative iMedia COMP 1,2&3: Content, Theory & Skills COMP 1 Prep COMP 1 NEA COMP 2 NEA Prep Year 11 – Creative iMedia R098 R098/93 R093 Component 2 - Collecting, Presenting and Interpre Data IT Component 3 - Effective Digital Working Practices Component 2 - Collecting, Presenting and Interpreting Data Substitution Solving & Representing Inequalities Maths Factors, Multiples, Powers & Roots Rounding & Estimation Basic Angles & Parallel Lines Substitution Solving Linear Equations Angles in Tringles & Quads Angles in Tringles & Qua		The Changing Eco	pnomic World	Resource Management					
History Around Us - Kenilworth Castle Nazi Germany Year 10 - Creative Media Production COMP 1,2&3: Content, Theory & Skills COMP 1 Prep COMP 1 NEA COMP 2 NEA Prep Year 11 - Creative iMedia RO98 RO98/93 RO93 Component 2 - Collecting, Presenting and Interpreting on the production IT Component 1 - Exploring User Interface Design Principles and Project Planning Techniques Component 1 - Exploring User Interface Design Principles and Project Planning Techniques Component 3 - Effective Digital Working Practices Component 3 - Effective Digital Working Practices Component 2 - Collecting, Presenting and Interpreting Data Component 3 - Effective Digital Working Practices Component 3 - Effective Digital Working Practices Maths Factors, Multiples, Powers & Roots Rounding & Estimation Basic Angles & Parallel Lines Bearings, Maps & Scales Indices Substitution Solving Linear Equations Angles in Tringles & Quads Angles in Tringles & Quads Angles in Totygons Pie Charts Solving & Representing Inequalities Ratio Reparanging	History	Elizabe	eth		Migr	rants	Mughals		
Creative Media Production COMP 1,2&3: Content, Theory & Skills COMP 1 Prep COMP 1 NEA COMP 2 NEA Prep Year 11 - Creative iMedia R098 R098/93 R093 R093 R093 IT Component 1 - Exploring User Interface Design Principles and Project Planning Techniques Component 1 - Exploring User Interface Design Principles and Project Planning Techniques Component 2 - Collecting, Presenting and Interpret Data Component 3 - Effective Digital Working Practices Factors, Multiples, Powers & Roots Rounding & Estimation Basic Angles & Parallel Lines Bearings, Maps & Scales Indices Substitution Solving Linear Equations Angles in Tringles & Quads Angles in Polygons Pie Charts Solving & Representing Inequalities RATIO Solving & Factorise (Double Brackets) Standard Form Rearranging	ΠΙΣΙΟΙ Υ		Nazi Germa	any					
Creative iMediaRO98RO98/93RO93ITComponent 1 - Exploring User Interface Design Principles and Project Planning Techniques Component 3 - Effective Digital Working PracticesComponent 1 - Exploring User Interface Design Principles and Project Planning Techniques Component 3 - Effective Digital Working PracticesComponent 2 - Collecting, Presenting and Interpret DataITComponent 2 - Collecting, Presenting and Interpreting DataComponent 3 - Effective Digital Working PracticesComponent 3 - Effective Digital Working PracticesComponent 2 - Collecting, Presenting and Interpreting DataComponent 3 - Effective Digital Working PracticesComponent 3 - Effective Digital Working PracticesFactors, Multiples, Powers & Roots Rounding & Estimation Basic Angles & Parallel LinesSubstitution Solving Linear Equations Angles in Polygons Pie ChartsSolving & Representing Inequalities Ration Solving Linear Equations Angles in Polygons Pie ChartsSolving Component 3 - Effective Digital Working Practices	Creative Media	COMP 1,2&3: Conten	COMP 1 Prep COMP 1 NEA			COMP 2 NEA Prep			
ITand Project Planning Techniques Component 3 - Effective Digital Working PracticesPrinciples and Project Planning Techniques Component 3 - Effective Digital Working PracticesDataComponent 2 - Collecting, Presenting and Interpreting DataComponent 3 - Effective Digital Working PracticesComponent 3 - Effective Digital Working PracticesComponent 3 - Effective Digital Working PracticesFactors, Multiples, Powers & Roots Rounding & Estimation Basic Angles & Parallel LinesSubstitution Solving Linear Equations Angles in Tringles & QuadsSolving & Representing Inequalities RATIOMaths (Foundation)Bearings, Maps & Scales IndicesAngles in Polygons Pie ChartsStandard Form Rearranging	Creative	RO98	RO98/9	93	RO93				
DataComponent 3 - Effective Digital Working PracticesDataDataFactors, Multiples, Powers & RootsSubstitutionRounding & EstimationSolving Linear EquationsBasic Angles & Parallel LinesAngles in Tringles & QuadsBearings, Maps & ScalesAngles in PolygonsIndicesPie ChartsRearranging	іт	and Project Planni Component 3 - Effective Di	Principles and Project Planning Techniques			Component 2 - Collecting, Presenting and Interpreting Data Component 3 - Effective Digital Working Practices			
Rounding & Estimation Solving Linear Equations RATIO Basic Angles & Parallel Lines Angles in Tringles & Quads Expand & Factorise (Double Brackets) Maths Bearings, Maps & Scales Angles in Polygons Standard Form Indices Pie Charts Rearranging			Component 3 - Effective Digital Working Practices						
FDP: Equivalence & Four Rules Probability Straight Line Graphs % of an Amount Area & Perimeter (inc. Circles) y = mx + c		Rounding & Estimation Basic Angles & Parallel Lines Bearings, Maps & Scales Indices Expand & Factorise (Single Brac FDP: Equivalence & Four Rules	Solving Linear Equations Angles in Tringles & Quads Angles in Polygons Pie Charts Averages & Range Probability			RATIO Expand & Factorise (Double Brackets) Standard Form Rearranging Simultaneous Equations Straight Line Graphs			

	Number Sequences		Vectors		
	Pythagoras & SOH CAH TOA	Ą	Transformations (TRRE)		
	Volume of Prisms		Congruence & Similarity		
	Volume & Surface Area of 3	3D shapes	Review of ANGLES (Basic Angle Facts, Angles in		
	% of an Amount		triangles & Quads, Angles in Polygons)		
	Expressing as a %		Averages & Range from Tables		
	Proportionality & Best Buys	5	Frequency Tables		
	% Change & Reverse %		Scatter Graphs		
	Probability		Time Series		
	Frequency Trees		Straight Line Graphs		
			Quadratic & other Non-Linear Graphs		
	Factors, Multiples, Powers	& Roots	Angles in Polygons	Cumulative Frequency & Bo	ox Plots
	Indices		SURDS	Histograms	
	Solving Linear Equations		Direct & Inverse Proportion	Averages from Frequency T	ables
	Represent & Solve Inequali	ties	Perimeter, Circumference & Area	Percentage Calculations	
	Linear Graphs, y = mx + c		Algebraic Fractions	Similarity (Length, Area, Vo	
	Parallel & Perpendicular Lir	nes	Algebraic Proof	Surface Area & Volume of a	all 3D shapes
	Inequalities & Regions		Probability	Triple Brackets	
	RATIO		Probability Trees	Equating Coefficients	
	Factorise & Solve all types of		Venn Diagrams	Rearranging	
	Pythagoras & SOH CAH TOA	A			
	Sine Rule & Cosine Rule				
	Non-Calc Trig				
Maths	Number Sequences		Linear Simultaneous Equations		
(Higher)	Iteration		Non-Linear Simultaneous Equations		
(ingriei)	Functions & Inverse Function	ons	Algebraic Fractions		
	Identities & Brackets		Algebraic Proof		
	Factorising ALL quadratics		Gradient to a Curve & Area Under a Curve		
	Completing the Square		Error Intervals		
	Quadratic Formula		Cumulative Frequency		
	Graph Sketching		Histograms		
	Invariance		Probability & Venns		
	Pythagoras & SOH CAH TOA	4	Similarity, Volume & Surface Area		
	Sine & Cosine Rules		Transformations of Graphs		
	Non-Calc Trig				
	Circle Theorems				
	Equation of a Circle & Tang	ents			
	Vectors				
	Formilie	Dolotionshine	Home and local area	Media, Technology and	Customs, Celebrations
	Family	Relationships	Home and local area	Celebrity Culture	Festivals and Holidays
					l
MFL	Education	Future Plans	Customs and festivals		

Year 10 – Music GCSE	AOS4 - Popular Music			AOS2 Music for Ensemble and AOS3 Film Music					AOS1 Musical Forms and Devices		
Year 11 – Music Technology	Controversy in Music			Connections in Music							
	Forces and Motion	Forces	s Energy					Waves		EM Spectrum	
Physics	Radioactivity	Astronomy				s doing work) & Forces their effects			Electricity and circuits		
	Static Electricity Magnetism and Mo			Motor Effect Electromagnetic Inductio			etic Induction	Particle Model			Forces and Matter
RE Sport Science	Christian Beliefs Cl			Christian Practices Is			am Beliefs			Islam Practices	
				d Life/Crime and nishment Religion, Peace and Conflict							
	Evaluate a fitness training Nutrients needed for a healthy, plan	Applying differing dietary requirements to varying types of sporting activity Developing a balanced nutrition plan for a selected sporting activity					How nutr	ritional b	nd sports performance ehaviours can be managed to sports performance		
	Reducing the risks in Sport										