

Year 10 Curriculum 2025-26

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2				
	Core Subjects									
<u>English</u>	Adventure - Paper 1 Skills		Spoken Language	Freedom - Paper 2 Skills		Revision, mocks & feedback				
<u>English</u> <u>Literature</u>	Power and Conflict Poetry	A Christmas Carol	Power and Conflict Poetry	<u>Macbeth</u>		Unseen Poetry				
<u>Maths</u> (Higher)	Recurring Decimals, Surds, Indices, Product Rule, Bounds	Coordinate Geometry, Sequences, Rearranging, Expanding & Factorising, Cones, Spheres & Cylinders	Transformations, Quadratics, Iteration, Simultaneous Equations, Tree Diagrams, Proportion.	Similarity in 2D & 3D, Trig Graphs, Trigonometry in 3D, Sampling, Cumulative Frequency & Box Plots.	Graph Sketching, Histograms, Gradient & Area Under Graphs, Circles & Tangents, Circle Theorems	Algebraic Fractions & Proof, Functions, Vectors				
<u>Maths</u> (Foundation)	Integers, Place Value, Indices Powers & Roots, Factors Multiples and Primes.	Fractions Percentages & Decimals, Ratio, Questionnaires, Pictograms & Bar Charts.	Stem & Leaf, Averages, Circles, 2D shapes.	Constructions, Volumes & Surface Area, Perimeter, Angles.	Algebra - Expanding, Factorising, Simplifying, Solving, Substitution, Forming.	Probability - Lists, Sample Spaces, Frequency Trees, Two Way Tables, Venn Diagrams.				
<u>Science</u>	Biology: Circulation & Respiration and Plants & Materials Cycling Chemistry: Extracting Metals Physics: Energy Conservation	Chemistry: <u>Stru</u>	Digestive System Inture and Bonding Inture and Electric Circuits	Biology: <u>Health & Disease</u> Chemistry: <u>Quantitative Chemistry</u> and <u>Energy Changes</u> Physics: <u>Radioactivity</u> Plus Preparation for Mocks (Summer 1)		Biology: <u>Ecology</u> Chemistry: <u>Using</u> <u>Resources</u> Physics: <u>Movement</u>				
			EBacc S	ubjects						
<u>Computer</u> <u>Science</u>	Theory: Binary Arithmetic Practical: Programming Basics & Constructs	Theory: Binary Representation Practical: Libraries	Theory: CPU & Storage Practical: Data Structures & File Handling	Theory: Software Practical: Flowcharts	Theory: Networks Practical: Trace Tables, Errors, Testing & Validation	Theory: Cyber Security Practical: Trace Tables				
<u>Geography</u>	Living World Ecosystems, Rainforest Living World, Hot Deserts	UK Physical Landscapes Rivers	The Challenges of Natural Hazards - Tectonics	The Challenges of Natural Hazards - Weather & Climate Change.	London Olympic Park Regeneration (Human Fieldwork)	UK Landscapes - Coast (Physical Fieldwork)				
<u>History</u>		GCSE Medicine 1250-Pres	ent	GCSE German		GCSE Elizabeth				
Religious Education	Religion and Relationships		Religion, Peace and Conflict		Religion, Crime and Punishment					
<u>Spanish</u>	All about me		Healthy life style		School and future careers					
			Additiona	l Subjects						
<u>Drama</u>	Unit 2: Devising Workshops	Unit 2: Devising Preparation	Unit 1: Introduction - Performing repertoire	Unit 1: Preparing for & the final performance	Research and preparation for Unit 3: Planning and Promoting Performance Work					
<u>Music</u>	Component 1: Introducing Styles - Reggae, Blues revisited	Component 1: Introducing Styles - Film Music, Pop Punk, Style of choice	Component 1: Realisation Techniques Explored	Component 1: Exploring Music Products & Styles - Final Submission	Component 2: Music skills development - Practicing & working towards a target. Composition mock	Component 2: Music skills development - Practicing & working towards a target. Performance mock				
Physical Education	Theory: Types of media & how they are used in sport or Theory: Outdoor adventurous activities & requirements Practical: Invasion games	Theory: Positive effects of media on sport or Theory: Outdoor adventurous activities & requirements Practical: Invasion games	Theory: Negative effects of media on sport or Theory: Outdoor adventurous activities & requirements Practical: Net games	Theory: Analysis of practical performance Practical: Net games	Theory: Leadership planning & review Practical: Leadership activities	Theory: Leadership planning & review Practical: Athletic activities & striking & fielding Games				

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<u>Dance</u>	Component 1: Introduction - Exploring the Performing Arts	Component 1: Exploring the Performing Arts Final submission	Component 2: Developing Skills & Techniques in the Performing Arts Practical	Component 2: Develop Skills & Techniques in the Performing Arts Final Performance, Written work submission	Learning practitioners works & developing movement knowledge to use for Component 3: Responding to a Brief	
<u>Art</u>	ı	Jnit 1: Project 1 - Pattern ar	Unit 1: Project 2 - Still Life, Natural Forms, Landscapes			
<u>Textiles</u>	ı	Jnit 1: Project 1 - Pattern ar	Unit 1: Project 2 - Choice of Seashore, Portrait, Memories, Landscapes, Natural Forms			
<u>Food</u> <u>Technology</u>	Unit 1: Hospitality & catering provision	Unit 1: How hospitality & catering providers operate	Unit 1: Health & safety in hospitality	Unit 1: Food safety in hospitality & catering	Unit 2: Mock coursework	
Engineering	Unit 1 Preparation: Introduction to health & safety in the workshop, machines & basic practical activities	Unit 1 Brief: Practical work under controlled assessment	Unit 1 Brief: Presentation & controlled assessment	Unit 3 Exam Preparation - Investigation into bike manufacturing, design & modelling of their own ideas	Unit 2 Preparation: Skill development - Tinker Cad & CAD	Unit 2 Preparation: Skill development - technical drawing by hand & model making
<u>Product Design</u>	Component 1: Introduction - investigation & experimentation processes in art and design practice	Component 1: Idea Generation - investigation into the theme & relevant creative practitioners	Component 1: Development & Creation - select & apply specialist skills to manipulate materials, techniques and processes to model final ideas	Component 1: Presentation	Exam Prep: Research	Exam Prep: Idea Generation
<u>Business</u> <u>Studies</u>	Introduction to the world of business & enterprise	Planning a mini enterprise	Component 1: Exploring Enterprise		Component 3: Targeting & segmenting the market	Component 3: Revenue & costs, financial documents
<u>Media Studies</u>	Component 1: Exploring Media Products		Component 2: Developing Digital Media Production Skills		Moving Image in- depth study	Component 3: Create a Media Product in Response to a Brief
<u>Child</u> <u>Development</u>	Component 1: Children's Growth & Development - learning phase		Component 1: Children's Growth & Development - coursework phase		Component 2: Learning Through Play - learning phase	
Land Studies	A1 Being Organised - Using Technology to help you plan a task	A1 Completion & Planning LBS12 - Checking soil from our beds for PKN and pH	LBS12 carrying out soil prep LBS8 – Planning for Planting seeds	LBS8 Planting Seeds, growing & repotting.	Continuing LBS8 LBS9 Caring for our plants	