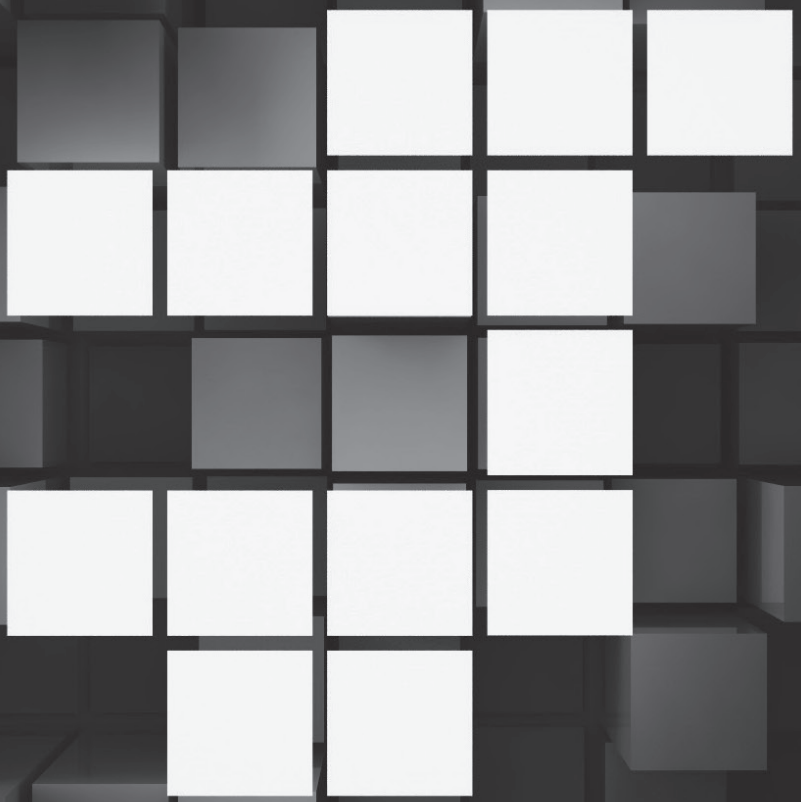
THE STUDIO

OPTIONS 2016–17



KEY STAGE 4

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KS4 CORE CURRICULUM

OPTIONAL SUBJECTS AT LEVEL 2

CODING

CREATIVITY

ENTREPRENEURSHIP

Dear Studio students and parents

A Studio education at Key Stage 4 is broad to develop important core knowledge and skills. It also allows you to specialise for your chosen career in the creative, technology or entrepreneurship sectors. You should start asking yourself the question – am I a coder, a creative or an entrepreneur – or a combination of all three?

We listen to our current and future students carefully and have put the right combination of subjects together to fit in with our pathways of Coding, Creativity and Entrepreneurship. This booklet will help you choose the subjects you are going to study when you join us in September.

At Key Stage 4 you will study English language, English literature, maths, double science, Studio Futures and wellbeing (PE). You will choose one core option from: computing, history, geography or Spanish. In addition you will choose three other options and this booklet will help guide your choices.

A Studio education is unique because of Project Based Learning which allows you to develop your own products and skills through our KPI model. KPI stands for Key performance Indicator and you will develop a digital portfolio to show these employability skills in your chosen pathway.

Your experience at the Studio will be greater than the sum of its parts: you will do enrichment projects; develop as a digital leader; learn how to stay well and happy; and start planning for your future career by taking full advantage of all the opportunities you will be presented with.

If there are any subjects you have a burning desire to study that are not in this booklet speak to me so that we can think about how we might able to adjust our choices in the future.

Yours

Shaun McInerney

Principal

THE YEAR 10 KS4 CURRICULUM

The Studio KS4 Core Curriculum:

GCSE English Language
GCSE English Literature
GCSE Maths
GCSE Science (Double)
PE and Wellbeing
Studio Futures Digital Leadership Programme
KPI Industry Readiness programme
Coaching

Studio Core Options:

Students are to chose one option from:

- Computer Science
- History
- Geography
- Spanish

Studio Pathways – Students choose any three options from:

Coding Pathway	Creativity Pathway	Entrepreneurship Pathway
GCSE Computer Science	BTEC Creative Media	NCFE Business & Enterprise
BTEC Level 2 ICT	GCSE History	GCSE Geography
GCSE Electronics	GCSE Film Studies	GCSE Spanish
	GCSE Art & Design	
	GCSE Graphic Communication	

Subject Name and Level:

GCSE English Language

Syllabus: AQA English Course

What will I learn?

The course will enable learners to demonstrate skills in reading and writing necessary to communicate with others confidently, effectively, precisely and appropriately. Students will learn how to express themselves creatively and imaginatively, become critical readers of a range of texts, including multimodal texts, and use reading to develop their own skills as writers.

What topics will we cover? How will my learning be assessed?

	TOPIC EXAMPLES	ASSESSED BY	WORTH
Paper 1	Explorations in creative reading and writing	1 hour 45 min examination	50% of GCSE
Paper 2	Writers' viewpoints and perspectives	1 hour 45 min examination	50% of GCSE
Speaking and listening	Presentation skills, listening and response skills and the use of spoken Standard English	Non-exam assessment	0% weighting

Why is this subject useful for the digital and gaming sector?

This subject will provide opportunities to use layout to enhance communication. The specification also gives candidates the opportunity to be assessed on their reading of ICT-based information, and thus develop the mature and critical use of documents on the internet and in other non-print based media.

How will this subject prepare you for your next steps?

This course will give you a good foundation for courses of study in English, Creative Writing, Law, Games Development, Marketing and Public Relations.

Subject Name and Level:

GCSE English Literature

Syllabus: AQA English Literature

What will I learn?

This course should encourage learners to be inspired, moved and changed by following a broad, coherent, satisfying and worthwhile course of study. It should extend learners' interest in, and enthusiasm for, literature as they develop an understanding of the ways in which literature is rich and influential. It should prepare learners to make informed decisions about further learning opportunities and career choices.

The course will enable learners to understand that texts from the English, Welsh or Irish literary heritage have been influential and significant over time and explore their meaning today. Over time they will also become critical readers of fiction and non-fiction prose, poetry and drama.

Set Texts include: Romeo and Juliet (Shakespeare), The Merchant of Venice (Shakespeare), The Strange Case of Dr Jekyll and Mr Hyde (Stevenson), DNA (Kelly), Poems Past and Present (Anthology), and a range of other poetry.

What topics will we cover? How will my learning be assessed?

	TOPIC EXAMPLES	ASSESSED BY	WORTH
Paper 1	Shakespeare and the 19th-century novel	1 hour 45 minutes written exam	40% of GCSE
Paper 2	Modern texts and poetry	2 hours 15 minutes written exam	60% of GCSE

Why is this subject useful for the digital and gaming sector?

The narrative or storyline that games have is very important to their success, especially for role playing games. This course will help you learn about the devices that writers use to get the right reaction from a reader. The skills you learn from analysing text will help you write good script for voiceovers, articles for magazines and copy for websites.

How will this subject prepare you for your next steps?

This course will give you a good foundation for courses of study in English, Creative Writing, Law, Games Development or Marketing.

Subject Name and Level:

GCSE Maths

Syllabus: Edexcel Syllabus

What will I learn?

Students taking this course will learn essential mathematical skills and concepts that will aid them in further life. In addition to the basic level of understanding of concepts, we will also look to expand learners thinking skills and problem solving techniques, and as a subset of this promote and encourage the persistence required when working on complicated problems that learners will need in the digital sector.

What topics will we cover?

The five Key areas which are assessed on the GCSE Course are:

- Algebra – including representing variables, solving linear and quadratic equations, changing the subject of a formula and completing the square
- Geometry and Measure – including angle laws, area and volume of 2D and 3D shapes, trigonometry and Pythagoras' theorem
- Statistics and Probability– including averages of grouped and ungrouped data, representation of data, charts diagrams and graphs, and calculating the probability of events occurring.
- Ratio, Proportion and rates of change – including problem solving
- Number – basic operations, order of operations, calculation with fractions, decimals and percentages.

How will my learning be assessed?

	TOPIC EXAMPLES	ASSESSED BY	WORTH
Paper 1: Non Calculator	A mix of topics from above in a variety of non-calculator problems.	Written Paper – 1 hour 30 mins	33%
Paper 2: Calculator	A mix of topics from above in a variety of problems requiring a calculator.	Written Paper – 1 hour 30 mins	33%
Paper 3: Calculator	A mix of topics from above in a variety of problems requiring a calculator.	Written Paper – 1 hour 30 mins	33%

Why is this subject useful for the digital and gaming sector?

When making a game there are a variety of crucial factors that you need to consider, and Mathematics is at the core of these factors. From looking at coding and the representation of variables and modifying them to suit the program's needs, or when looking at modeling of physical and other concepts, Mathematics is a key element of the gaming sector's toolkit. Even simple things need intense mathematical modeling to be effective, from simple modeling problems such as the average DPS of a weapon in an RPG, or more advanced problems such as analysing the flight path of the ball in a shot in FIFA, mathematicians are at the forefront of the gaming field and will be for many years to come.

How will this subject prepare you for your next steps?

This course will give you a good foundation to study AS/A Levels in: Mathematics, Physics, Chemistry, Computer Science and Further Mathematics. We are one of the few schools in Merseyside to offer Additional Further Mathematics to our students.

And then...
University courses in Physics, Engineering, Mathematics, Economics, Robotics, Computer Science, Biology, and Chemistry along with many more.

Subject Name and Level:

GCSE Science (Double)

Syllabuses: Edexcel

What will I learn?

The EdExcel suite of science GCSE Specifications provide opportunities to inspire, motivate and challenge students through a course of practical and stimulating study designed to encourage and develop their curiosity alongside skills and scientific methodology.

You have an opportunity to study a range of biology, chemistry and physics based units that combine to achieve accreditation as shown below.

GCSE Science (Core) – 3 introductory units in biology, physics, chemistry
GCSE Science (Additional) – 3 supplementary units in biology, physics, chemistry

All qualifications also have an internally assessed practical component.

What topics will we cover? How will my learning be assessed?

	TOPIC EXAMPLES	ASSESSED BY	WORTH
B1 Influences on Life	• Classification, variation and inheritance. • Responses to changing environment • Problems and solutions to a changing environment	External examination (60 minute written examination)	25% of GCSE Science or GCSE Biology
C1 Chemistry in our World	• The Earth's sea and atmosphere • Materials from the Earth • Acids • Obtaining and using metals • Fuels	External examination (60 minute written examination)	25% of GCSE Science or GCSE Chemistry
P1 Universal Physics	• Visible light and the Solar System • The Electromagnetic Spectrum • Waves and the Universe • Waves and the Earth • Generation and transmission of electricity • Energy and the future	External examination (60 minute written examination)	25% of GCSE Science or GCSE Physics
Controlled Assessment	Students will complete a controlled assessment related to units B1, C1 and P1	Internally assessed under controlled conditions.	25% of GCSE Science
B2 The Components of life	• The building blocks of cells • Organisms and energy • Common systems	External examination (60 minute written examination)	25% of GCSE Additional Science or Biology
C2 Discovering Chemistry	• Atomic structure and the periodic table • Ionic compounds and analysis • Covalent compounds and separation techniques • Groups in the periodic table • Chemical reactions • Quantitative chemistry	External examination (60 minute written examination)	25% of GCSE Additional Science or GCSE Chemistry
P2 Physics for your future	• Static and current electricity • Controlling and using electric current • Motion and forces • Momentum, energy, work and power • Nuclear fission and nuclear fusion • Advantages and disadvantages of using radioactive materials	External examination (60 minute written examination)	25% of GCSE Additional Science or GCSE Physics
Controlled Assessment	Students will complete a controlled assessment related to units B2, C2 and P2	Internally assessed under controlled conditions.	25% of GCSE Additional Science
Controlled Assessment	Students will complete a controlled assessment related to units B3, C3 and P3	Internally assessed under controlled conditions.	25% of GCSE Additional Science

How will this subject prepare you for your next steps?

Students who complete two GCSEs in science will be prepared to progress to A Level Sciences.

Subject Name and Level:

GCSE Computer Science

Syllabus: OCR (J276)

What will I learn?

This course will focus heavily on developing learners' problem solving abilities and promote 'Computational Thinking'. The course is split into three component, with two of those being exam based and aims to cover all areas of the technical functioning of computers. Learners will use technology to develop their understanding of how computers are used in the modern world to provide solutions to societies biggest problems, right through to how the CPU processes binary data to execute instructions. This course will also allow learners to develop the understanding that underpins high quality computer programming through using a selection of high level languages.

What topics will we cover? How will my learning be assessed?

UNIT	TOPIC EXAMPLES	ASSESSED BY	WORTH
Component 01 Computer Systems	You will learn about how computers function and how systems are developed to provide effective solutions to the problems we face as users of technology. You will focus your learning on; Systems Architecture; Memory; Networks; Systems Security; Systems Software; and Legal, moral, ethical considerations.	External 90-minute examination	40%
Component 02 Computational thinking and problem solving	You will learn how to process information in a 'computational' manner and how to solve problems using software solutions. You will focus your learning on; Algorithms; Programming Techniques; Computational Logic; Data Representation; High Level Languages and Translators.	External 90-minute examination	40%
Component 03 Programming Project	You will follow the systems development life cycle to program a real solution for a specified problem. You will be free to choose a suitable development model such as the Waterfall or Agile methodologies.	Controlled Assessment Unit	20%

Why is this subject useful for the digital and gaming sector?

Computer science is the heart of the digital sector. All of the applications and processes that are possible through the use of technology has roots in the processing of data within the computer. Learning how the computer works and how the data is handled within a computer system will invariably make you a more efficient and productive programmer. This course will help you to develop the knowledge and skills to become one of the next generation of technological innovators and create worthwhile technological solutions for our society. Do you want to be merely a consumer of technology? Or would you like to learn the skills to become a creator of technology?

How will this subject prepare you for your next steps?

This course will give you the essential skills and knowledge to move into further study in the area of computer science and covers all of the necessary underpinning concepts to prepare you for either A-Level Computer Science or a tailored vocational programme of study that focusses on technical systems or programming such as the Level 3 Technical Level in IT: Programming, or the Level 3 BTEC in IT Systems. This course is also suitable for anyone wishing to pursue an apprenticeship in any technical IT role, such as Network or Software Engineer.

Subject Name and Level:

BTEC Level 2 First Award in ICT

Syllabus: Edexcel – BTEC

What will I learn?

BTECs are vocationally related qualifications, where you develop knowledge and understanding by applying your learning and skills in a work-related context. It will help develop skills that are essential for the modern-day workplace. These skills include: team working; working from a prescribed brief; working to deadlines; presenting information effectively; and accurately completing administrative tasks and processes.

What topics will we cover? How will my learning be assessed?

You will complete one of unit 1 or 2 as an online examination and also core unit 3 which is a digital portfolio of all learners work. You will then pick up two of the optional units which are detailed below. The four units are equivalent to one GCSE.

Edexcel BTEC Level 2 First Award in Information and Creative Technology			
Unit	**Core units**	**Assessment method**	**Guided Learning Hours**
1	The Online World	External	30
OR			
2	Technology Systems	External	30
AND			
3	A Digital Portfolio	Internal	30
Optional specialist			
4	Creating Digital Animation	Internal	30
5	Creating Digital Audio	Internal	30
6	Creating Digital Graphics	Internal	30
7	Creating Digital Video	Internal	30
8	Mobile Apps Development	Internal	30
9	Spreadsheet Development	Internal	30
10	Database Development	Internal	60
11	Computer Networks	Internal	60
12	Software Development	Internal	60
13	Website Development	Internal	60
14	Installing and Maintaining Computer Hardware	Internal	60
15	Installing and Maintaining Computer Software	Internal	60
16	Automated Computer Systems	Internal	60
17	Multimedia Products Development	Internal	60

Why is this subject useful for the digital and gaming sector?

This will give you a good insight as to how work will take place in the work place and also a foundation of various aspects of gaming and workplace administration through the various units studied.

How will this subject prepare you for your next steps?

BTEC Level 2 courses open doors to progression into further study and responsibility within the workplace. It will give you a good foundation to study BTEC Level 3 qualifications in a range of technology based courses.

Subject Name and Level:

GCSE Electronics

Syllabus: AQA

What will I learn?

Students taking this course will be looking at core electronic concepts and circuit design. They will be able to follow the production process for an electronic product, from the design stage to the etching stage for PCBs (Printed Circuit Boards) to the soldering stage. After production the pupils will go through a testing procedure as a business would in order to ascertain whether their product is fully functional. Each stage has its own unique skills that pupils will learn and develop. Electronic circuit theory will also be embedded within this process and delivered in separate lessons.

What topics will we cover?

The course is split into three units:

Unit 1 looks at the description of circuits in terms of block diagrams and expands this onto circuit concepts and ideas in sensing circuits with components such as LDRs and Thermistors. They will also look at switching circuits and the transistor. The unit moves onto applications of electronics such as timing circuits. Knowledge of the 555 timer and D type flip flops will be expected. Also covered is analogue communications, Amplifier Circuits and computer interfacing.

Unit 2 is a practical building unit and discusses all of the above material in a design based scenario. Students will be given a design brief and will be expected to research components to facilitate this brief.

How will my learning be assessed?

	TOPIC EXAMPLES	ASSESSED BY	WORTH
Unit 1 – Discovering Electronics	As Above	On Screen e-assessment 1 Hour	35%
Unit 2 – Applications of Electronics	As Above	On Screen e-assessment 1 Hour	40%
Unit 3 – Electronics System Design & Realisation	Candidates/teachers devise a design task. They realise and write a report on the development of the task. The assessment is undertaken entirely under the supervision of the teacher.	Written Report	25%

Why is this subject useful for the digital and gaming sector?

The ideas of logic and other electronic concepts are very important in the gaming and digital sector and occur frequently in coding and other sector facets. The skills in breaking down a complicated problem into smaller chunks will also be of use across a number of disciplines.

How will this subject prepare you for your next steps?

This course will give you a good foundation to study AS/A Levels in: Mathematics, Physics, and Electronics

And then...
University courses in Physics, Engineering, Mathematics, Economics, Robotics, Computer Science, and others.

Subject Name and Level:

GCSE History

Syllabus: AQA History GCSE B

What will I learn?

This course will help you to think like a Historian. You will be able to recall, select and communicate your knowledge of history. You will develop a good understanding of several periods of study and you will learn how to evaluate and analyse historical sources.

What topics will we cover? How will my learning be assessed?

	TOPIC EXAMPLES	ASSESSED BY	WORTH
Unit 1: International Relations: Conflict and Peace in the 20th Century (90451)	Unit 1: International Relations. Topics – The Origins of the Cold War, Crisis of the Cold War and Détente, What problems face the USA and UN following the end of the Cold War?	Written Paper – 1 hour 45 mins	37.5%
Unit 2: 20th Century Depth Studies (90452)	20th Century Depth Studies – Roaring 20's USA, Hitler's Germany 1929-1945, War in Vietnam 1954-1975	Written Paper – 1 hour 45 mins	37.5%
Unit 3: Historical Enquiry British History (90453)	Historical Enquiry – Britain at War	Controlled Assessment. Students write a 2000 word response to two pre-set questions.	25%

Why is this subject useful for the digital and gaming sector?

History is one of the most popular genres for game, film, and television. Historical topics provide the narrative for some of the most successful games, films and television programmes of today; Assassin's Creed series, Braveheart/Gladiator to name but a few, Blackadder or something more modern such as Downton Abbey. Will you be the one to discover a topic yet to be used in those sectors?

How will this subject prepare you for your next steps?

This course will give you a good foundation to study AS/A Levels in: History, English Literature, and Sociology

And then...

University courses in History, Law, Games Development, Creative Writing

Subject Name and Level:

GCSE Film Studies

Syllabus: WJEC

What will I learn?

You will develop your analytical and research skills through watching and discussing a range of films.

You will get to pitch your own idea for a film and then produce a short film product. Through investigating the film industry, audiences and producing a creative film sequence you will gain a set of theoretical and practical skills.

How will my learning be assessed?

You will be assessed through two written examinations exploring film and the industry and also controlled assessment of a film exploration of your choice as well as a film product.

	TOPIC EXAMPLES	ASSESSED BY
AO 1	Demonstrate knowledge and understanding of how films communicate meanings, evoke personal responses and engage audiences.	Written examination Paper 1: Exploring Film 30% Focus is on Superhero movies
AO 2	Explore, respond to and evaluate a range of films and topics, including their own preproduction and production work, using key film concepts and appropriate terminology.	Written examination Paper 2: Exploring film outside Hollywood 20% Focus film is called Tsotsi
AO 3	Demonstrate planning, research and presentation skills.	Controlled assessment Controlled assessment 50% Section 1 – Explore, research and analyse a film of your choice
AO 4	Use creative and technical skills to construct film products.	Controlled assessment Controlled Assessment 50% Section 2 – Complete four Production tasks including a pitch and screenplay or storyboard for your own film idea. You will also create a practical film product.

Students will also study GCSE Media Studies which has two units: Understanding the Media and Investigating the Media

Why is this subject useful for the digital and gaming sector?

Games and film have a shared history and an increasing influence on each other. You will study topics such as genre, character and narrative development which are very relevant to games design as well as gaining some practical skills such as shooting video and editing which are used in the Creative Media industry.

How will this subject prepare you for your next steps?

This course will give you a good foundation for courses of study in English, Creative Writing, Games Development and Marketing. In the long term Universities offer an increasing number of courses in Film, Media and Communications, both practical and theoretical. A Film Studies A Level can also lead other degrees as it develops research and essay-writing skills.

Subject Name and Level:

GCSE Art & Design

Syllabus: AQA Art & Design GCSE (Full Course)

What will I learn?

Art & Design GCSE provides students with a wide range of creative, exciting and stimulating opportunities to explore their interests in art and design. The course is designed to develop students as effective and independent learners and as critical and reflective thinkers. Students will learn how to use and develop a broad range of media, materials and techniques, including traditional and new media technologies. Students will learn to problem solve and learn from their mistakes when exploring and experimenting with ideas, materials, tools and techniques.

What topics will we cover? How will my learning be assessed?

	TOPIC EXAMPLES	ASSESSED BY	WORTH
Unit 1:	Architecture and Natural Forms (including Human Form and Landscapes)	A portfolio of work	60%
Unit 2:	A list of starting points will be provided by the examination board. Past examples include *Close Up, Fusion, Art & Words, Journey and Movement*	A controlled assessment	40%

Why is this subject useful for the digital and gaming sector?

Success in the Creative Industries (advertising, architecture, art, crafts, design, fashion, film, music, performing arts, publishing, R&D, software, toys and games, TV and radio, and video games) requires an understanding of visual language and how visual imagery is created. The study of Art & Design develops visual language and through studying the working practices of artists and designers, students will understand what it takes for a successful career within the Creative Industries.

How will this subject prepare you for your next steps?

This course will give you a good foundation to study AS/A Levels and or BTEC Level 3 in: Art & Design, Creative Media Design, Photography, Graphics and any course which requires creative enquiry.

At University level, this could prepare you for courses in Architecture, Digital Media, Fine Art, Fashion Design, Film Studies, Games Development, Animation, Costume Design, Illustration, Children's and Adult Book Illustration, Graphic Design, Photography etc.

Subject Name and Level:

GCSE Graphic Communication

Syllabus: AQA Art & Design (Graphic Communication) GCSE (Full Course)

What will I learn?

Graphic Communication GCSE provides students with a wide range of creative, exciting and stimulating opportunities to explore possible careers within the creative industry. The course is designed to develop students as effective and independent learners and as critical and reflective thinkers. Students will learn how to use and develop a broad range of media, materials and techniques, including traditional and industry standard technologies. Students will learn to problem solve and learn from their mistakes when exploring and experimenting with ideas, materials, tools and techniques to communicate ideas visually.

Producing a wide variety of outcomes including posters, logos, packaging and illustrations.

What topics will we cover? How will my learning be assessed?

	TOPIC EXAMPLES	ASSESSED BY	WORTH
Unit 1	Gallery promotion, Album Design, Logo Design	A portfolio of work	60%
Unit 2	A list of starting points will be provided by the examination board. Past examples include packaging design, illustrating and advertising.	A controlled assessment	40%

Why is this subject useful for the digital and gaming sector?

Success in the Creative Industries (advertising, architecture, art, crafts, design, fashion, film, music, performing arts, publishing, R&D, software, toys and games, TV and radio, and video games) requires an understanding of visual language and how visual imagery is created. The study of Graphic Communication develops visual language and through studying the working practices of artists and designers, students will understand what it takes for a successful career within the Creative Industries.

How will this subject prepare you for your next steps?

This course will give you a good foundation to study AS/A Levels and or BTEC Level 3 in: Art & Design, Creative Media Design, Photography, Graphics and any course which requires creative enquiry.

At University level, this could prepare you for courses in Architecture, Digital Media, Fine Art, Fashion Design, Film Studies, Games Development, Animation, Costume Design, Illustration, Children's and Adult Book Illustration, Graphic Design, Photography etc.

Subject Name and Level:

BTEC Level 2 First Award in Creative Digital Media Production

What will I learn?

We will investigate the ways that media producers create and capture an audience; working on projects that test practical skills in digital publishing and lens based media as well as project planning. This course will formalise the work being completed during your Studio Digital - Project Based Learning activities. You will learn to research and present solutions to design problems and investigate a broad range of interactive media outcomes.

What topics will we cover? How will my learning be assessed?

TOPIC EXAMPLES	ASSESSED BY	WORTH
Unit 01 Digital Media Sectors & Audiences	1 hour written exam – Externally assessed	25%
Unit 02 Planning & Pitching a Digital Media Product	Internally assessed portfolio	25%
Unit 03 Moving Image Production	Internally assessed portfolio	25%
Unit 05 Digital Publishing Production	Internally assessed portfolio	25%

Why is this subject useful for the digital and gaming sector?

The exposure to creative problem solving techniques and effective use of the design process will allow you to confidently take part in real world challenges. During the course of your study you will build and maintain a portfolio, plan verbal presentations and take part in externally set work opportunities.

How will this subject prepare you for your next steps?

You will compile a portfolio of Creative Media outcomes allowing progression on to the BTEC Creative Media Diploma at Key Stage 5.

Subject Name and Level:

GCSE Geography

Syllabus: AQA Geography GCSE B

What will I learn?

This course will help you to think like a Geographer and to understand the physical landscape and the relationship man has with this.

What topics will we cover? How will my learning be assessed?

	TOPIC EXAMPLES	ASSESSED BY	WORTH
Unit 1:	Physical Geography Section A • The Restless Earth • Rocks, Resources and Scenery • Challenge of Weather and Climate • Living World Section B • Water on the Land • Ice on the Land • The Coastal Zone	Written Paper – 1 hour 30 mins	37.5%
Unit 2:	Human Geography Section A • Population Change • Changing Urban Environments • Changing Rural Environments Section B • The Development Gap • Globalisation • Tourism	Written Paper – 1 hour 30 mins	37.5%
Unit 3:	Local Fieldwork Investigation chosen from range provided by the board.	Controlled assessment: Students do a response to this investigation over a 6 hour write-up under direct supervision.	25%

Why is this subject useful for the digital and gaming sector?

3D animations and environments require close attention to detail. An underlying understanding of how physical features came into being can be a great asset to games and digital designers. Geography also teaches you how to imagine space and physical forms and how people act and interact within them which is the same process as games designers go through when making game environments real.

How will this subject prepare you for your next steps?

This course will give you a good foundation to study AS/A Levels in: Geography, Economics, Business

And then...

University courses in Geography, Law, Games Development, Business

Subject Name and Level:

GCSE Spanish

Syllabus: OCR

What will I learn?

This course will help you to learn Spanish skills of speaking, reading and listening either from scratch or build on them if you have studied Spanish before.

What topics will we cover? How will my learning be assessed?

	TOPIC EXAMPLES	ASSESSED BY	WORTH
Unit 1	Listening	Written exam – 45 mins	25%
Unit 2	Speaking	Controlled assessment	25%
Unit 3	Reading	Written exam – 45 mins	25%
Unit 4	Writing	Controlled assessment	25%

Why is this subject useful for the digital and gaming sector?

Gaming, animation and creative technology is an international industry. Spanish is an accessible and widely spoken language that makes it possible to communicate with people in the Americas and elsewhere. It is a good foundation language to learn Italian, French and Portuguese.

How will this subject prepare you for your next steps?

This course will give you a good foundation to study AS/A Levels in: Spanish

And then...
University courses in Spanish, History, Law

Subject Name and Level:

NCFE Level 2 Certificate in Business & Enterprise

Syllabus: NCFE – (equivalent to 1 GCSE)
Course code: 601 / 0048/5

What will I learn?

In today's world, businesses must constantly react to the internal and external environment in which they find themselves operating. With advances in technology and ever-increasing competition, businesses must constantly review and update their procedures to ensure they stay that one step ahead. Business and organisations require effective, independent candidates who can apply an enquiring and critical approach to their work. This course will develop those skills. This qualification is designed for learners who want an introduction to business and enterprise that includes a vocational and hands-on element. It has been developed to enthuse and inspire learners about a career in business and enterprise and is perfectly suited to students who wish to apply what they are learning from other subject areas in an enterprising way.

What topics will we cover? How will my learning be assessed?

	TOPIC EXAMPLES	ASSESSED BY	WORTH
Introduction to business and enterprise	This unit aims to give learners an introduction to business and enterprise. It gives learners an introduction to start up projects in the digital and creative sectors and helps them to identify risks and rewards.	Internally assessed portfolio of evidence	25%
Marketing for business and enterprise	This unit aims to give learners an insight into market research, and different marketing opportunities and techniques.	Externally assessed coursework	25%
Finance for business and enterprise	This unit aims to provide learners with a basic knowledge and understanding of business finance for a new digital or creative business.	Internally assessed portfolio of evidence	25%
Plan, develop and participate in a business or enterprise project	This unit aims to develop a project plan for a digital or creative enterprise and implement the project. The learner will then go on to evaluate the overall success of the project.	Internally assessed portfolio of evidence	25%

The work in units 1 and 3 is focused on our local partner companies and organisations and students will be able to use their work in project based learning alongside any entrepreneurial projects in class to deliver unit 4.

Why is this subject useful for the digital and gaming sector?

With the ever changing nature of the sector, the ability to look ahead and plan for the future is a key requirement. This course will help you develop and apply your knowledge, understanding and skills to contemporary issues in a range of local, national and global contexts and you will gain an appreciation of the range of perspectives of different stakeholders in relation to business and economic activities.

How will this subject prepare you for your next steps?

This course will give you a good foundation to study AS/A Levels in: Enterprise & Entrepreneurship and Economics as well as BTEC IT and other programmes.

And then...
University courses in Business Studies, Economics, Finance, Management and Marketing.

We want to offer you the right range and combination of subjects to fit in with your career ambitions. To do this we need to know what your subject preferences are. We will try to accommodate as many student preferences as possible when we use this data to do the timetable. if you have already done some GCSE please tell us about this overleaf.

Name	**Postcode**	**Date of Birth**

Core GCSE/ BTEC Subjects Options:
You need to choose ONE subject from the following list...

GCSE Computer Science	GCSE Spanish	**My first choice is...**
GCSE History	GCSE Geography	**I would also consider studying...**

...and also ANY 3 subjects from the list below:

Coding Pathway	**Creativity Pathway**	**Entrepreneurship Pathway**	**My First Choice is...**
GCSE Computer Science	BTEC Creative Media	NCFE Enterprise	**My Second Choice is...**
BTEC ICT Computer Systems	GCSE Film	GCSE Geography	**My Third Choice is...**
GCSE Electronics	GCSE Art & Design	GCSE Spanish	**I would also consider studying...**
	GCSE Graphic Communication		
	GCSE History		

If you have already completed GCSEs or BTECs please list these below:

Subject	**Date of entry**	**Grade**

Please use this space to tell us anything else we should know about your subject options.

Please tear this off and return to a member of the Studio admin team.

THE STUDIO

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