



Undershaw Education Trust

Curriculum overview
Academic year 2023-24

KEY STAGE 4 OPTIONS CURRICULUM



The Undershaw Key Stage 4 Curriculum

At Undershaw we offer a wide range of exciting options at KS4. Students choose their options in the Spring term of year 9 and can opt for either 1 or 2 option subjects, in addition to their core subjects. We equip every student with the learning skills and support that they need to achieve their best possible outcomes, using individual student data to plan a bespoke curriculum that will allow them to thrive throughout year 10 and 11.

Options subjects are level 2 qualifications which may be either GCSE or BTEC or another Level 2 alternative. In some circumstances, where it is deemed the best route for an individual student, they can complete a level 1 qualification. We consider the ability and potential of each individual student before agreeing a level 1 qualification so that there is no disadvantage to students when they are applying for their next steps.

For further information about the key stage 4 curriculum, please contact [Victoria](#), Deputy Headteacher.

YEAR 10

	History GCSE	Computing GCSE	Music GCSE	Media BTEC	Art BTEC	Food and Nutrition	LAMDA (Acting)
Autumn 1	Germany and the growth of democracy 1890-1929	<p>What is a Computer System?</p> <p>Architecture of the CPU (CENTRAL PROCESSING UNIT)</p> <p>CPU performance</p> <p>Primary storage (Memory)</p> <p>Secondary storage</p> <p>Operating systems</p>	<p>Area of study 4 – film music</p> <p>Introduction to Composition and Performance</p>	<p>A1: Skills development Learning and developing a range of pre-production, production and post production media skills and techniques.</p> <p>Developing camerawork and editing skills..</p> <p>Exploring a range of media genres.</p>	<p>A1: Skills development Building on a range of artistic skills, including basic drawing and painting skills, responding to artists work and understanding how to develop work based on research and ideas.</p> <p>The skills development module will also enhance knowledge of artists and art movements throughout history.</p>	<p>Health & Safety relating to food, nutrition and the cooking environment.</p> <p>Cooking techniques & skills</p>	<p>Introduction to the requirements of the LAMDA syllabus. Different Grades/Levels</p> <p>Understanding the Learning Objectives:</p> <p>LO1 Interpretive Skills</p> <p>LO2 Knowledge</p>

Autumn 2	Germany and the Depression	<p>Problem Solving</p> <p>Computational thinking</p> <p>Designing, creating, and refining algorithms</p> <p>Programming Fundamentals</p> <p>Data Types</p>	<p>Area of study</p> <p>3 rhythms of the world 1: African drumming, Calypso and Samba</p> <p>Developing Composition and Performance Skills</p>			<p>Food legislation and food provenance</p> <p>Cooking techniques and skills</p> <p>The characteristics and function of ingredients</p>	<p>Choosing LAMDA pieces – Set Pieces- LAMDA Acting Anthology – Volume 4</p> <p>Costume requirements/ Props requirements</p> <p>Rules of Exam performance room</p> <p>What is a good choice/why - matching skills to text.</p> <p>Researching the text</p> <p>Developing character</p>
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YEAR 10

	History GCSE	Computing GCSE	Music GCSE	Media BTEC	Art BTEC	Food and Nutrition	LAMDA (Acting)
Spring 1	The experiences of Germans under the Nazis	How does the Internet work? Networks and Topologies Network Hardware	Area of study 3 rhythms of the world 2: Indian Classical Music and Punjab Bhangra, Music of the Middle East Developing Composition and Performance Skills ready for Coursework 1	A1: Skills development Learning and developing a range of pre-production, production and post production media skills and techniques. Developing camerawork and editing skills to create original footage for an identified audience. Exploring a range of media genres and the conventions of horror,	A1: Skills development Building on a range of artistic skills, including basic drawing and painting skills, responding to artists work and understanding how to develop work based on research and ideas. The skills development module will also enhance knowledge of artists and art movements throughout history.	Food groups, key nutrients and a balanced diet Nutrient imbalances Cooking techniques and skills Preparation skills	LO4: know and understand the characters, situations and staging in the chosen scenes Prepare student for Knowledge questions – whilst continuing to rehearse practical monologues • how the characters are feeling in each scene and what they are trying to achieve • the reasons for the physical characterisation in response to each text and each of the character’s situations • the working stage areas

				action adventure, documentary, comedy and Promotional films.			
	History GCSE	Computing GCSE	Music GCSE			Food and Nutrition	LAMDA (Acting)
Spring 2	Peacemaking in the 1920s.	How do Computers Represent Data? Units Data Storage Data Compression	Area of study 2: the concerto through time the Baroque and Classical concerto Coursework 1: Composition 1/Performance1			Nutritional requirements for different groups of people 3.4 Nutrient imbalances 5.4 Cooking techniques and skills 5.3 Preparation skills	LO4: know and understand the characters, situations and staging in the chosen scenes Prepare student for Knowledge questions - whilst continuing to rehearse practical monologues • how the characters are feeling in each scene and what they are trying to

							achieve • the reasons for the physical characterisation in response to each text and each of the character's situations • the working stage areas
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YEAR 10

	History GCSE	Computing GCSE	Music GCSE	Media BTEC	Art BTEC	Food and Nutrition	LAMDA (Acting)
Summer 1	The League of Nations in the 1930s and the Origins and Outbreak of World War Two.	Computer Logic Boolean Logic AND OR NOT Logic Diagrams Truth Tables	Area of study 2: the concerto through time the classical and romantic concerto coursework 1: composition 1/performance 1	A1: Skills development Learning and developing a range of pre-production, production and post production media skills and techniques. Developing camera work and editing	A1: Skills development Building on a range of artistic skills, including basic drawing and painting skills, responding to artists work and understanding how to develop work based on research and ideas. The skills development module will also enhance knowledge	Factors affecting food choice Social factors Environmental factors Recipe amendment, development, and evaluation	Student Performance to peers/wider audience for feedback. Entry to exam.

	History GCSE	Computing GCSE	Music GCSE	skills to create original footage for an identified audience.	of artists and art movements throughout history.	Food and Nutrition	LAMDA (Acting)
Summer 2	Power and the People: Part 1, Challenging Authority and Feudalism	App Development Additional Programming Techniques IDEs (Integrated Development Environment) Mini Programming Project	Revision and Exam Practice for Year 10 Exam Completion of Coursework-first composition and performance.	Exploring a range of media genres and the conventions of horror, action adventure, documentary, comedy and Promotional films.		Menu and action planning for completed dishes	Student looks at requirements for Level 3: Grade 6 Acting.

YEAR 11

	History GCSE	Computing GCSE	Music GCSE	Media BTEC	Art BTEC	Animal Care BTEC
Autumn 1	Power and the People: Part 2, Challenging Royal Authority, Part 3, Reform and Reformers	GCHQ Threats to computer systems and networks Identifying and preventing vulnerabilities Operating systems Utility software	AREA OF STUDY 5 – Conventions of Pop Introducing Composition 2 and Performance 2 recording or live performance.	A1: Skills development Learning and developing a range of pre-production, production and post production media skills and techniques. Developing camerawork and editing skills to create original footage for an identified audience. Exploring a range of media genres and the conventions of	A1: Skills development Students will have the opportunity to re-submit their A1 project in response to feedback given. A2: Art and Design Project- New project Students will carry out the development of a full art and design project, using creative practices including investigation, ideas communication, practical skills and development using working skills.	Unit 2 (Animal Handling)

				horror, action adventure, documentary, comedy and Promotional films.		
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	History GCSE	Computing GCSE	Music GCSE	Media BTEC	Art BTEC	BTEC Animal care
Autumn 2	Power and the People, Part 4, Equality and Rights	<p>Big Data</p> <p>Computational Thinking</p> <p>Searching and sorting algorithms</p> <p>Additional programming techniques (Arrays, functions & procedures)</p>	<p>REVISION OF AOS 1-4</p> <p>Developing Musical Vocabulary</p> <p>Completion of Composition 2</p>	<p>A2: Creative media project</p> <p>Students will carry out the research, planning, pre-production, production and post-production for an original film in a chosen genre, with the target audience of teenagers. Students will carry out the entire project, drawing on the skills developed in A1.</p>	<p>A2: Art and Design Project- New project</p> <p>Students will carry out the development of a full art and design project, using creative practices including investigation, ideas communication, practical skills and development using working skills.</p>	Unit 2 (Animal Handling)

YEAR 11

	History GCSE	Computing GCSE	Music GCSE	Media BTEC	Art BTEC	Animal Care BTEC
Spring 1	Norman England, c.1066-c.1100 The Norman Conquest and Control	Could the Internet Break? Networks and topologies Wired and wireless networks Client & P2P Networks Standards, protocols, and layers	Developing Exam Strategies and Techniques. Developing notation skills. Completion of All Coursework	A2: Creative media project Students will carry out the research, planning, pre-production, production and post-production for an original film in a chosen genre, with the target audience of teenagers.	A2: Art and Design Project- New project Students will carry out the development of a full art and design project, using creative practices including investigation, ideas communication, practical skills and development using working skills.	Unit 4 (Animal Accommodation)
Spring 2	Norman England, c.1066-1100 Life under the Normans Norman Monastacism	Impacts of Digital Technology Ethical & Cultural Issues Environmental Issues Legislation & Privacy	Core Revision and Exam Techniques and Strategies Revision of all AOS.	Students will carry out the entire project, drawing on the skills developed in A1.	A2: Art and Design Project- New project Students will carry out the development of a full art and design project, using creative practices including investigation, ideas communication, practical skills and development using working skills.	Unit 4 (Animal Accommodation)

YEAR 11

	History GCSE	Computing GCSE	Music GCSE	Media BTEC	Art BTEC	Animal Care BTEC
Summer 1	Big Picture revision	Advanced Python /Revision (ALL TOPICS) Additional programming techniques Robust Programs Defensive Design Testing	Final Revision and Exam Practice	A2: Creative media Project – complete and submit	A2: Art and Design Project – complete and submit	Unit 5