

## **YEAR 11 FOOD PREPARATION & NUTRITION:**

### **SPRING TERM TOPICS**

Year 11 will be starting their NEA2. The brief will be issued in December, recipe trials will start in January, and they will have their final NEA2 3-hour Practical exam the week after February half term

## **YEAR 11 COMPUTER SCIENCE:**

### **SPRING TERM TOPICS**

#### **Students will learn:**

- To write programs that use pre-existing (build-in, library) and user-devised subprograms (procedures, functions)
- To write functions that may or may not take parameters but must return values, and procedures that may or may not take parameters but do not return values
- Learn the difference between and be able to write programs that make appropriate use of global and local variables

#### **USEFUL WEBSITES:**

<https://www.bbc.co.uk/bitesize/examspecs/zdqy7nb>

<https://projects.raspberrypi.org/en/pathways/python-intro>

<https://www.codecademy.com/catalog/language/python>

## **YEAR 11 DESIGN & TECHNOLOGY:**

### **SPRING TERM TOPICS - GRAPHICS**

Testing and Development, and students will be completing GCSE coursework for their NEA

### **SPRING TERM TOPICS – PRODUCT DESIGN**

Students should understand how the prototypes they develop must satisfy wants or needs and be fit for their intended use. For example, in the home, school, work or leisure

### **SPRING TERM TOPIC – TEXTILES**

Students will be completing their practical product as part of their coursework. This normally finishes the week before Easter holidays and then we have a few weeks' revision before students go on exam leave

## **YEAR 11 IT:**

## SPRING TERM TOPICS

### **Coursework R060 : Developing technological solutions**

Topic Area 1: Planning and designing the spreadsheet solution

Topic Area 2: Creating the spreadsheet solution

Topic Area 3: Testing the spreadsheet solution

Topic Area 4: Evaluating the spreadsheet solution

This will take 12 hours, then students will go on to:

### **Coursework R070 : Using AR to present information**

Topic Area 1: Augmented Reality (AR)

Topic Area 2: Designing an Augmented Reality (AR) model prototype

Topic Area 3: Creating an Augmented Reality (AR) model prototype

Topic area 4: Testing and reviewing

## USEFUL WEBSITES:

<https://erevision.uk/>

<https://www.bbc.co.uk/bitesize/examspecs/zprwdmn>