



OUR STUDENT LEARNING JOURNEY BY SUBJECT - 2023/24





What are our Curriculum Maps?

Cheltenham Bournside curriculum maps show the learning journey followed by our students during their time at Bournside. They are displayed in every classroom and department area in the school. These maps bring our curriculum 'alive' for both students and you, and in turn help our students improve their learning!

In this booklet you will be able to see where and when the learning takes place, and where topics are developed as our students progress through the school. The maps also show where different subjects teach similar topics as part of their course, and therefore where students can connect their learning between subjects. As research suggests, if students understand what they are learning and why; as well as how the learning fits into the 'bigger picture', they learn more effectively.

The curriculum map displays the topic of learning and key themes students will be learning during each unit. You will see that some subjects are just for a Key Stage 4 and 5 or just Key Stage 5 journey; this is because these subjects are only offered at GCSE and/or A Level.

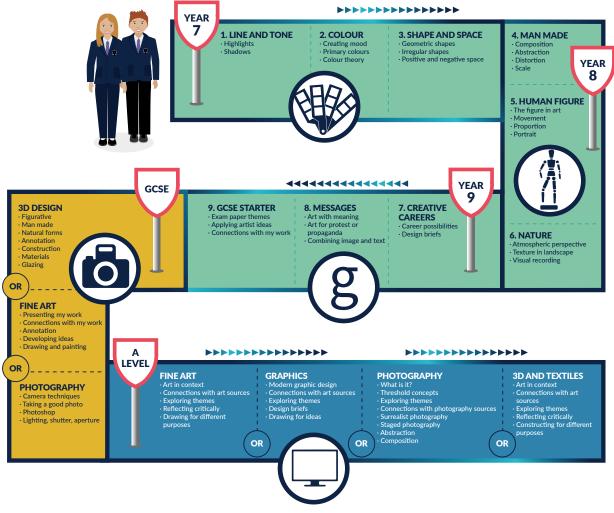
We hope you enjoy exploring what your child is learning at Cheltenham Bournside School and hearing all about it when they return home!

Contents

Art and Design	4	Information Technology	25
Astronomy	5	Mandarin	26
Biology	6	Maths	27
Business	7	Media Studies	28
Chemistry	8	Music	29
Computer Science	9	Music Technology	30
Creative iMedia & Information Technology	10	Physical Education	31
Criminology	11	Physics	32
Design and Technology	12	Politics	33
Drama	13	Psychology	34
Economics	14	Religious Education	35
English	15	Sociology	36
Education 4 Life	16	Spanish	37
Film Studies	17	DT and Textiles	38
Food Preparation and Nutrition	18		
French	19		
Further Maths	20		
Geography	21		
German	22		
Health and Social Care	23		
History	24		

CHELTENHAM BOURNSIDE SCHOOL

ART AND DESIGN



4



ASTRONOMY

GCSE

PLANET EARTH

- Shape and structure of the earth
- Latitude and Longitude
- Divisions of the Earth • Skyglow colouration

THE LUNAR DISC

- Shape and appearance
- Principal lunar observations
- Lunar orbital period
- Synchronicity and lunar libration

THE EARTH-MOON-SUN SYSTEM

- Relative size and distances
- Tidal effects of the Sun and Moon
- Axis progression and archaeoastronomy

TIME AND THE EARTH-MOON-**SUN CYCLES**

- Solstices and equinoxes
- Sidereal and synodic days
- Mean Solar Time and Apparent Solar Time
- Time Zones and the Equation of Time
- Horological Method

SOLAR SYSTEM OBSERVATION

- Safe solar observation
- Meteor showers and predicting asteroids
- Relative motion of planets

CELESTIAL OBSERVATION

- Identifying stellar phenomena (naked-eye)
- Identifying primary constellations (naked-eye)
- Star charts and planispheres
- The celestial sphere
- Right ascension and declination
- Ancient and modern stellar navigation

EARLY MODELS OF THE SOLAR

- Ancient astronomers
- Geocentric models of the solar system
- The astronomical unit

PLANETARY MOTION AND GRAVITY

- Brahe and the heliocentric model
- Gravity and the stable elliptical orbit
- Apogee and perigee
- Kepler's laws

EXPLORING THE MOON

- Sides of the moon and its divisions
- The Giant Impact hypothesis and other moon origin theories

SOLAR ASTRONOMY

- Safely observing the Sun
- Structure of the sun
- How and why the sun moves and shines
- Cosmic radiation and aurorae

EXPLORING THE SOLAR SYSTEM

- Finding planets and celestial bodies
- Kuiper belt and the Oort cloud Formation of the solar system
- Lenses and magnification
- Refracting vs. reflecting telescopes
- Space missions of the 20th and 21st century

FORMATION OF PLANETARY SYSTEMS

- Explaining Saturn's rings • Formation of gas giants
- Aliens and the Drake equation

- **EXPLORING STARLIGHT**
- Determining distance
- Arcseconds, parsecs and lightyears

STELLAR EVOLUTION

- Nebulae and young stars
- Main sequence stars
- White dwarfs

OUR PLACE IN THE GALAXY

- Shape and structure of the Milky Way
- Our local group

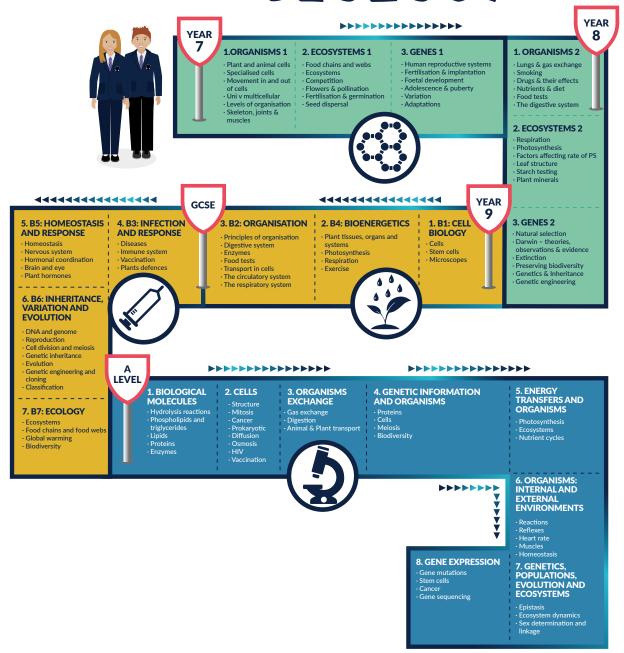
COSMOLOGY

- Redshift and the Hubble Constant
- Evidence for the Big Bang



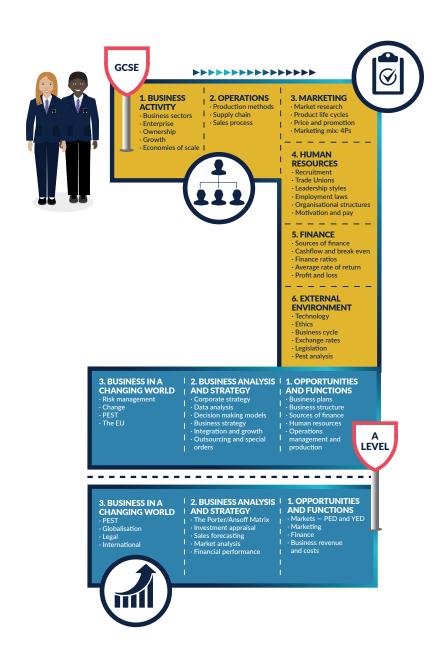


BIOLOGY



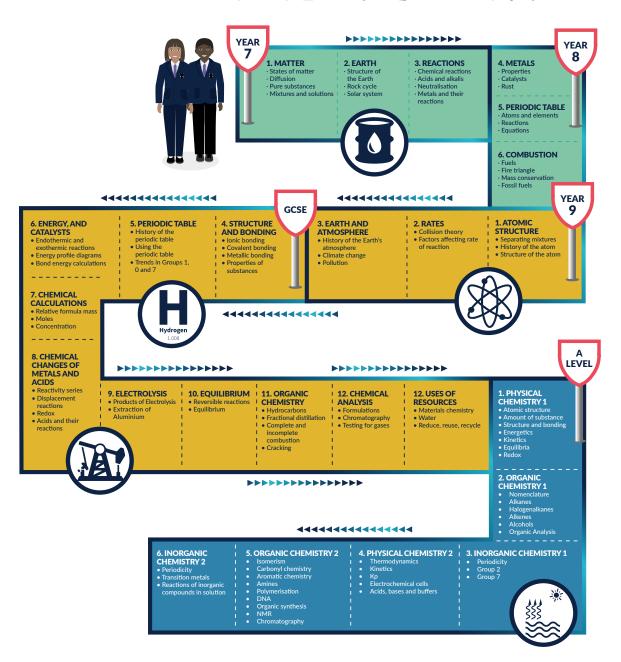


BUSINESS



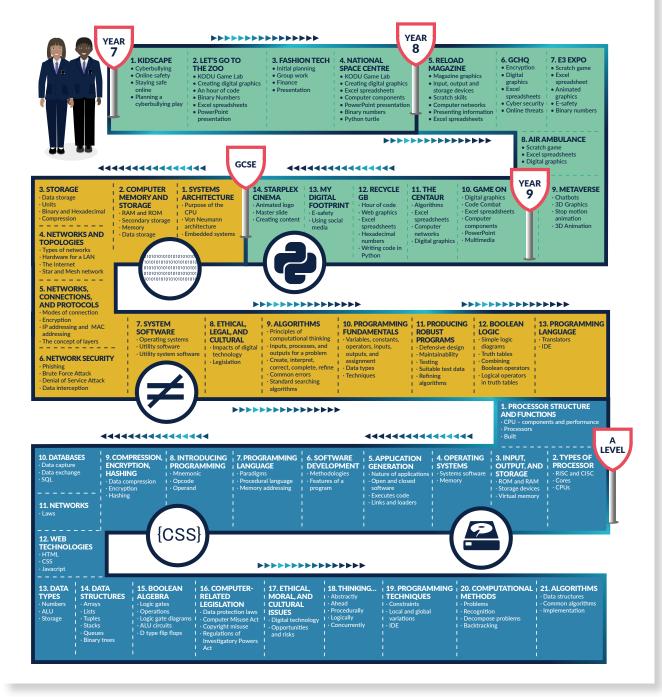


CHEMISTRY





COMPUTER SCIENCE





GCSE

CREATIVE **iMEDIA**

the media industry

Media industry sectors and products lob roles in the media

2. FACTORS INFLUENCING

PRODUCT DESIGN

Style, content and layout
Client requirements

Audience demographics

3. PRF-PRODUCTION

Designing and planning Legal issues

rights Regulation,

CONSIDERATIONS

properties
- Image files

Moving image files

Visual identity and digital graphics

Purpose, elements and design of visual identity

GRAPHICS FOR PRODUCTS

2. PLAN DIGITAL

TECHNOLOGY BTEC

INFORMATION

Unit 1: Information technology systems

TOPIC A: DIGITAL DEVICES IN IT

- Digital devices for education, social

- TOPIC B: TRANSMITTING DATA
- connectivity Networks: LANs, WANs,

Data transmission issues for individuals and organisations

TOPIC C: **OPERATING**

- ONLINE
- Online systems and cloud storage computing Online communities: social media, chat rooms,

Unit 3: Using social media in business

TOPIC A: IMPACT ON PROMOTING PRODUCTS AND SERVICES

TOPIC B: DEVELOPING

- A PLAN TO USE SOCIAL MEDIA IN BUSINESS
- social media planning process

 Business requirements

 Content planning and publishing

 Developing an online community
- Developing an online community

 Developing a social media policy

 Reviewing and refining plans

TOPIC C: IMPLEMENTING SOCIAL MEDIA IN

- SOCIAL MEDIA IN
 BUSINESS

 Creating accounts and
 profiles

 Content creation and
 configuration

 Online community
 building

 Data gathering and
 analysis

Unit 6: Website development

TOPIC A: THE PRINCIPLES OF WEBSITE DEVELOPMENT

- design Media and objects Creativity and innovation Factors affecting website

TOPIC B: DESIGNING A WEBSITE

- Purpose design from client brief
- client brief Initial design/prototypes Use of ready-made/ original assets Testing requirements Legal and ethical

TOPIC D: PROTECTING DATA AND INFORMATION

TOPIC E: IMPACT OF IT

- services industries
 Impact on organisations
 cost, staff training, user
 support
 Manipulating data and
 presenting results

TOPIC F: ISSUES

- Moral and ethical issues
 Environmental factors
 Data protection and
 computer misuse
 legislation
 Accessibility for motor and
 visually impaired users

systems to manage information

TOPIC A: RELATIONAL DATABASE MANAGEMENT SYSTEMS

- Microsoft Access
 Database development
 terminology
 Standards
- Concepts and processes

TOPIC B: DESIGNING RELATIONAL DATABASE

RELATIONAL DATABASE STRUCTURE Creating tables, queries, forms, reports, macros

TOPIC D: EVALUATING A DATABASE DEVELOPMENT

PROJECT
- Design and performance

- 3. CREATE VISUAL IDENTITY AND DIGITAL GRAPHICS
- Tools and techniques of image editing software

identity and digital graphics

- Source, create and prepare assets

1. PLAN INTERACTIVE

3. REVIEW INTERACTIVE DIGITAL MEDIA

• Techniques to test and review interactive digital

2. CREATE INTERACTIVE

DIGITAL MEDIA

• Technical skills to create

Technical skills to create interactive digital media
Techniques to save and export

- DIGITAL MEDIA

 Types of interactive digital media

- conventions of interactive digital media

TOPIC C: DEVELOPING A WEBSITE · Client-side scripting

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- languages Creating an interactive
- planning documentation



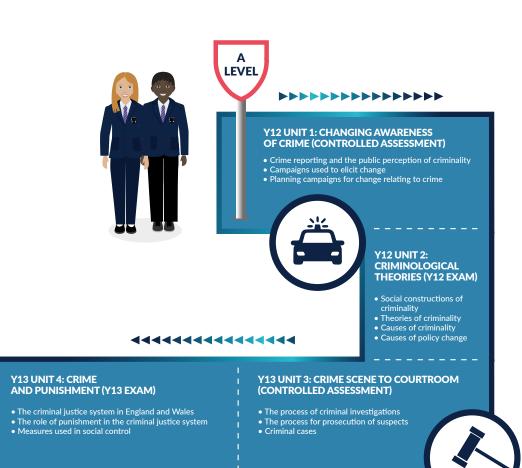


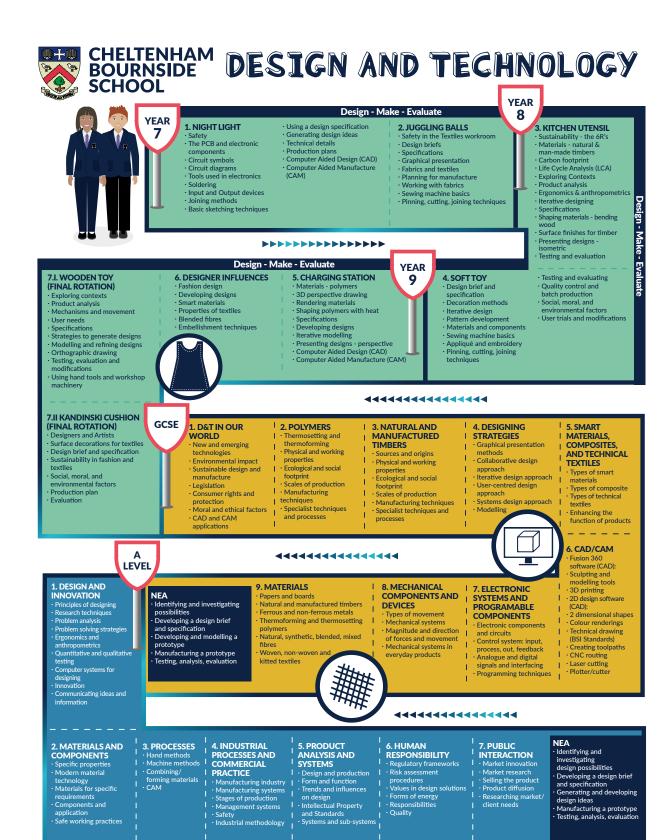
Interactive digital media





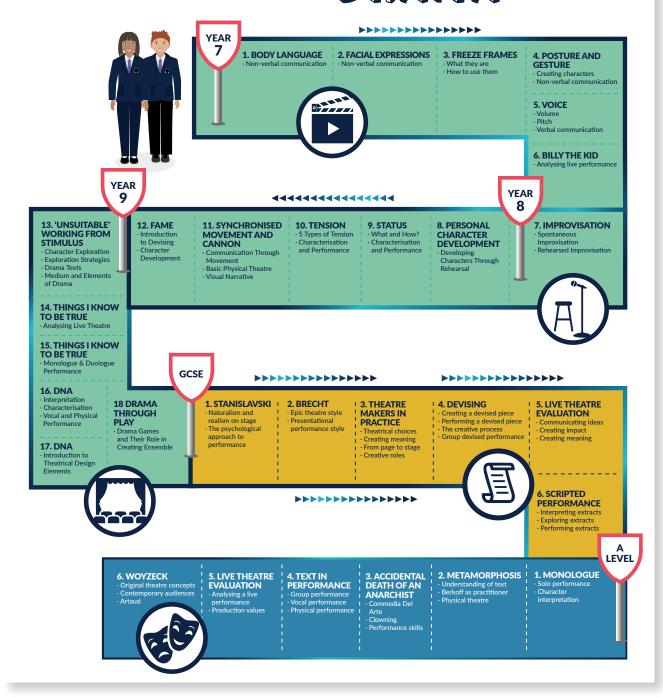
CRIMINOLOGY





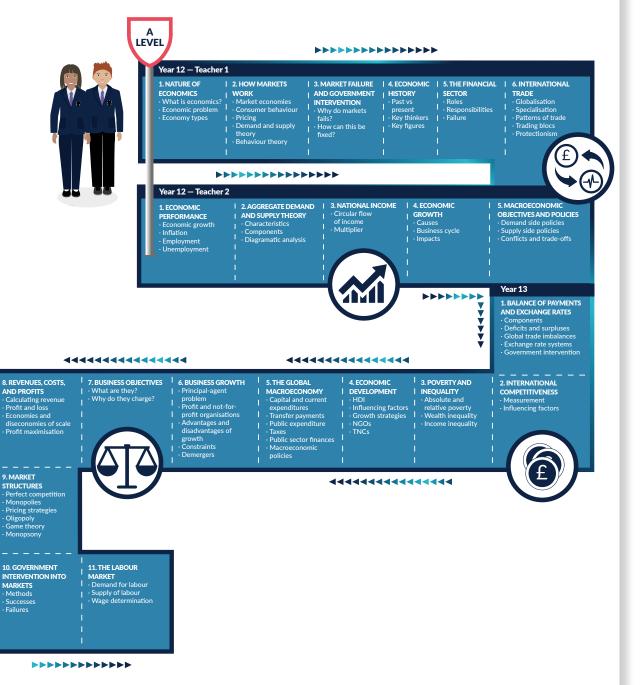


DRAMA

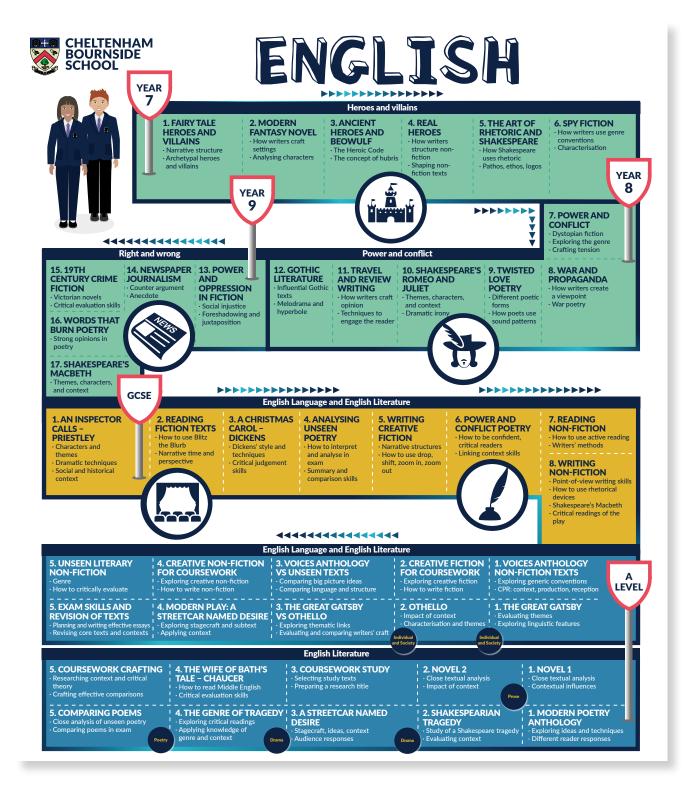




ECONOMICS



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EDUCATION 4 LIFE



HEALTH & WELLBEING TRANSITION AND SAFFTY

- Transition to secondary school, letter to future self, friendships Personal safety: In and outside of school, risk taking behaviour Study Skills: How do I learn?
- Personal strengths
 Basic first aid: Bleeding

LIVING IN THE WIDER WORLD - FINANCIAL DECISION MAKING

- my rights?

RELATIONSHIPS -

RELATIONSHIPS - BUILDING RELATIONSHIPS

- Bullying: Signs and effects, online

YEAR 8

HEALTH & WELLBEING - DRUGS AND

HEALTH & WELLBEING HEALTH AND

- HEALIH AND PUBERTY Health: Smoking and vaping Puberty: Hygiene, physical changes, FGM Healthy lifestyle: diet, dental, sleep Recognising unhealthy relationships: recognising

- recognising unreality relationships: recognising and responding to Introduction to consent: assertiveness Introduction to substances: Drugs, caffeine, alcohol

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HEALTH & WELLBEING -EMOTIONAL WELLBEING

- Sexting: risks Self harm: Unhealthy coping
- strategies Eating disorders: risks

RELATIONSHIPS - DISCRIMINATION

- stereotypes
 Homophobia: Recognise
 and challenge
 Hate crime: Racism

LIVING IN THE WIDER WORLD - COMMUNITY AND CAREERS

- Aspirational goals for future careers and challenge expectations that limit choices

ALCOHOL Drugs: Medicinal, recreational Energy drinks: Caffeine Alcohol: assessing risk Smoking: assessing risk

LIVING IN THE WIDER WORLD -DEVELOPING SKILLS AND ASPIRATIONS

- Careers: Introduction
 How to be enterprising:
 Self-worth and personal qualities
 Career choices: Values and aspirations

RELATIONSHIPS - IDENTITY AND RELATIONSHIPS

Contraception: Introduction to basic form

LIVING IN THE WIDER WORLD -ONLINE SAFETY

YEAR 9

HEALTH & WELLBEING - PEER INFLUENCE, SUBSTANCE USE AND GANGS

- Peer Influence: relationships
 Signs of exploitation: gangs
 Positive social norms: drugs
 and alcohol
 Police: Stop and Search

LIVING IN THE WIDER WORLD -SETTING GOALS

- choices post 16

LIVING IN THE WIDER WORD -EMPLOYABILITY SKILLS

HEALTH AND WELLBEING HEALTHY LIFESTYLE

- HEALI HY LIFESTYLE

 Healthy lifestyle: physical &
 mental health

 Lifestyle balance: sleep & exercise

 Body image: influences

 Self-examination: breast and
- testicular First aid: CPR and Asthma

RELATIONSHIPS - RESPECTFUL RELATIONSHIPS

- Relationships: different family types Relationships: marriage, separation, and divorce Consent: right to withdraw consent, myths, and misconceptions

YEAR

RELATIONSHIPS - ADDRESSING EXTREMISM AND RADICALISATION

RELATIONSHIPS - HEALTHY

- RELATIONSHIPS

LIVING IN THE WIDER WORLD -PREPARATION FOR WORKPLACE/

- Careers: health & safety
- Careers: readiness for wo

EXPLORING INFLUENCE

LIVING IN THE WIDER WORLD

- FINANCIAL DECISION MAKING



HEALTH & WELLBEING - MENTAL HEALTH

- Mental health Negative thinking Managing challenges

- INTIMATE

RELATIONSHIPS contraception: pregnancy Introduction to STI's:

condoms
Relationships: media
portrayal and pornography
Managing risk: sexual

YEAR 11

LIVING IN THE WIDER WORLD - NEXT STEPS

- Options post-16 Rights and responsibilities

HEALTH & WELLBEING -BUILDING FOR

- techniques Stress manageme

RELATIONSHIPS -COMMUNICATION

- Unhealthy relationships Exploitive and abusive
- relationships Gender identity and sexual orientation Harassment and stalking

HEALTH & WELLBEING - INDEPENDENCE

- Body image, cosmetic and aesthetic body alterations
 Managing risk and personal naging risk and perso
- safety Emergency First Aid Accessing health services Self examination

RELATIONSHIPS -

- RELATIONSHIPS FAMILIES

 Pregnancy, birth, and miscarriage

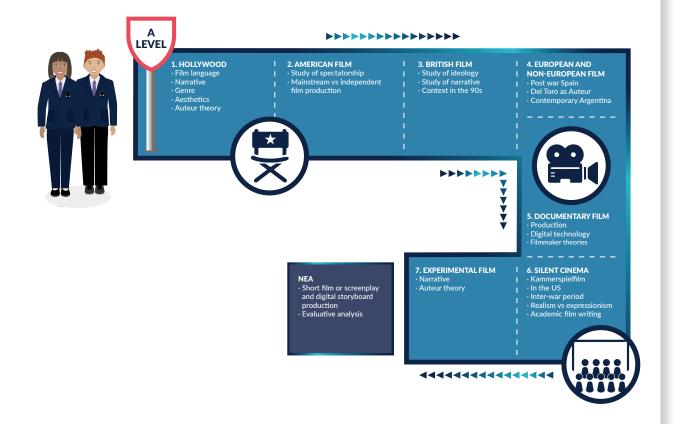
 Adoption and fostering

 "Honour based" violence and forced marriage

 Bereavement

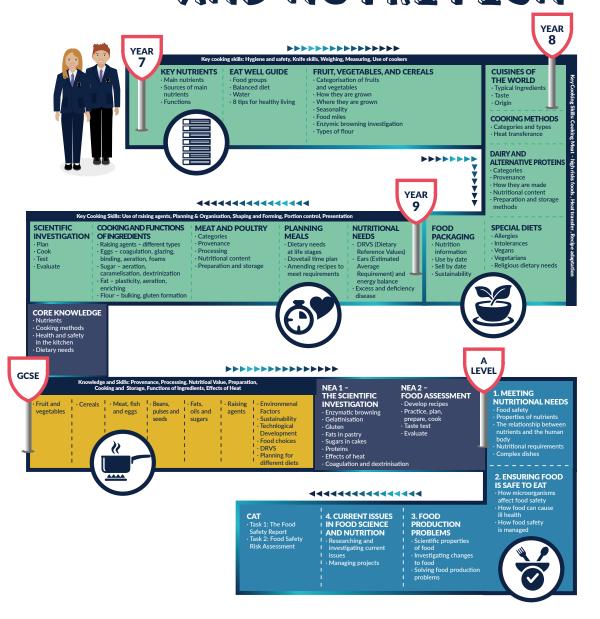


FILM STUDIES



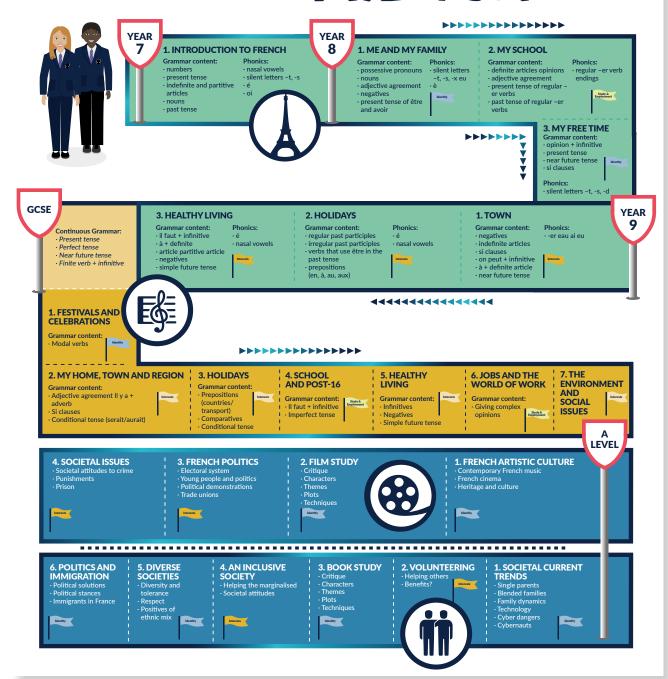


FOOD PREPARATION AND NUTRITION



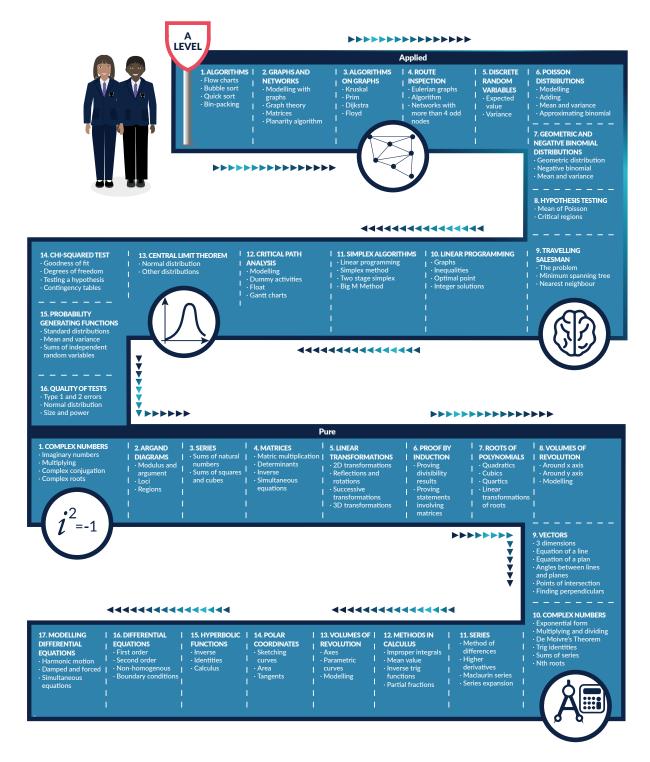


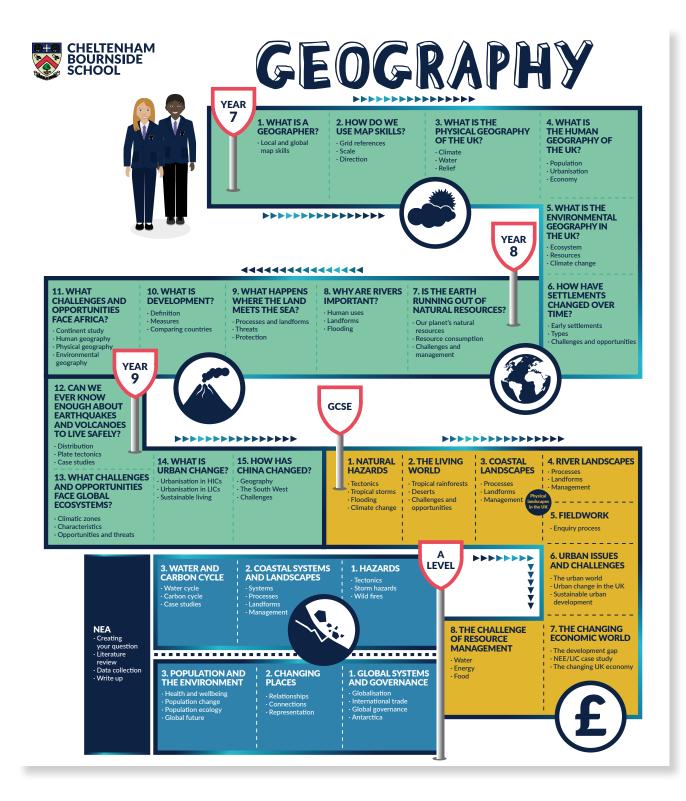
FRENCH





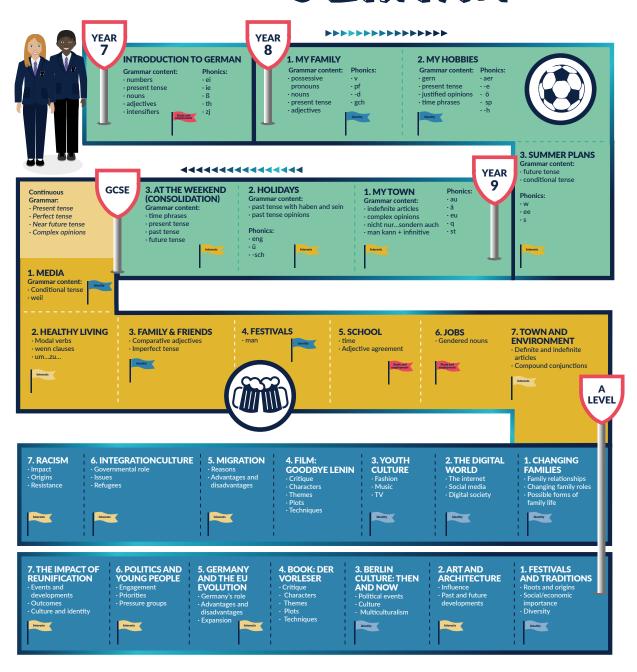
FURTHER MATHS







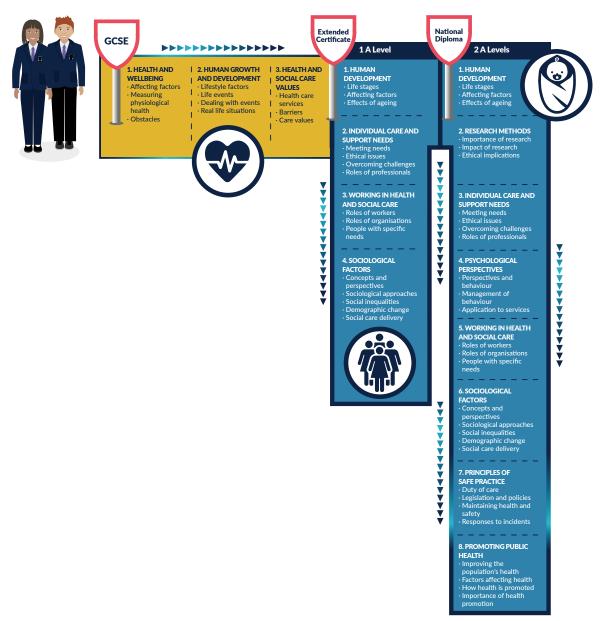
GERMAN

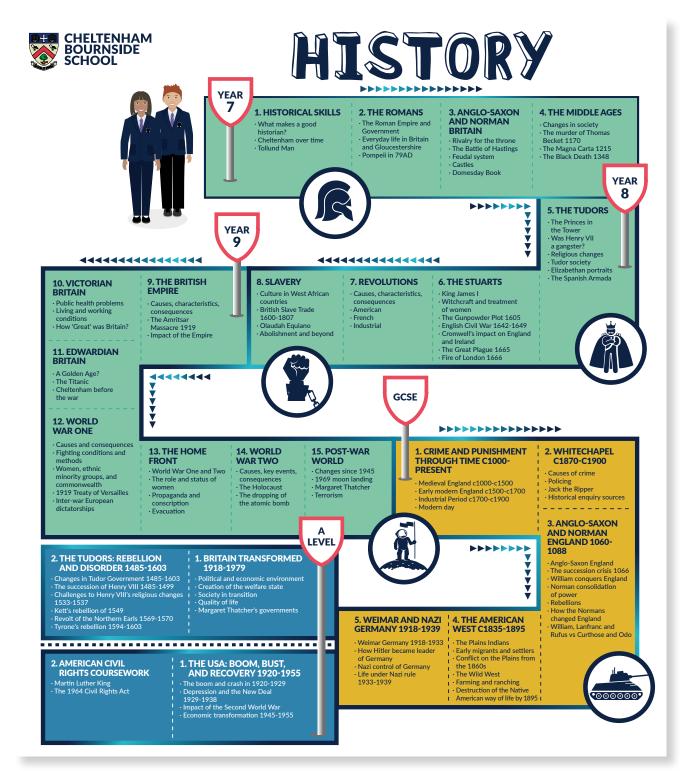


23



HEALTH AND SOCIAL CARE







INFORMATION TECHNOLOGY



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Unit 1: Information technology systems

TOPIC A: DIGITAL DEVICES IN IT

Unit 3: Using social media in business TOPIC A: IMPACT ON PROMOTING PRODUCTS AND SERVICES

BTEC

- I TOPIC B: TRANSMITTING DATA |

TOPIC B: DEVELOPING A PLAN TO USE SOCIAL

TOPIC C: OPERATING

- TOPIC C: OPERATING
 ONLINE

 Online systems
 and cloud storage
 computing

 Online communities:
 social media, chat
 rooms, security

TOPIC D: PROTECTING
DATA AND INFORMATION
Threats to data,
information, and systems
Protecting data from
hackers, phishing, and
viruses

Social media planning process Business requirements Content planning and publishing Developing an online community Developing a social media policy Reviewing and refining plans

- - support

 Manipulating data and presenting results

TOPIC C: IMPLEMENTING SOCIAL MEDIA IN

- SOCIAL MEDIA IN
 BUSINESS
 Creating accounts and profiles
 Content creation and configuration
 Online community building
 Data gathering and analysis

Unit 6: Website development

TOPIC A: THE PRINCIPLES

- Hintiples of measure design
 Media and objects
 Creativity and innovation
 Factors affecting website performance

TOPIC B: DESIGNING

TOPIC C: DEVELOPING A WEBSITE Client-side scripting

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TOPIC F: ISSUES · Moral and ethical issues · Environmental factors · Data protection and computer misuse legislation · Accessibility for motor and visually impaired users Unit 2: Creating systems to manage information

- DATABASE MANAGEMEN
 SYSTEMS
 Microsoft Access
 Database development terminology
 Standards
 Concepts and processes

TOPIC B: DESIGNING RELATIONAL DATABASE SOLUTIONS

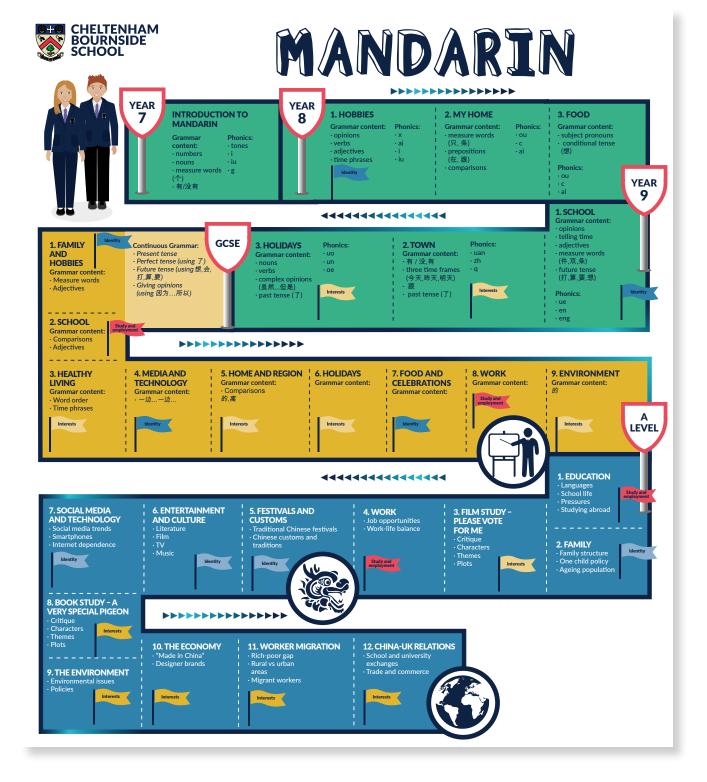
TOPIC C: CREATING A RELATIONAL DATABASE STRUCTURE • Creating tables, queries, forms, reports, macros

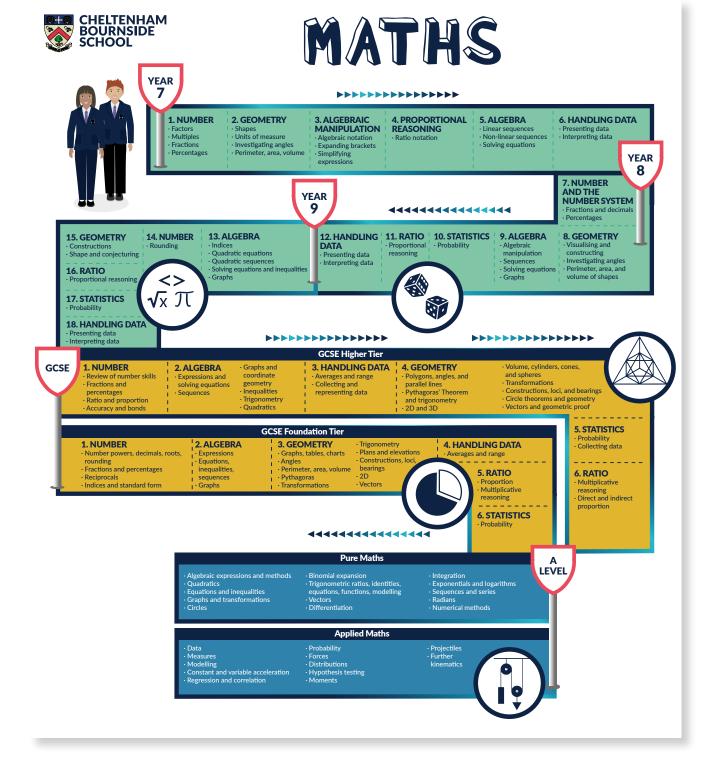
TOPIC D: EVALUATING A DATABASE DEVELOPMENT

PROJECT

Design and performance

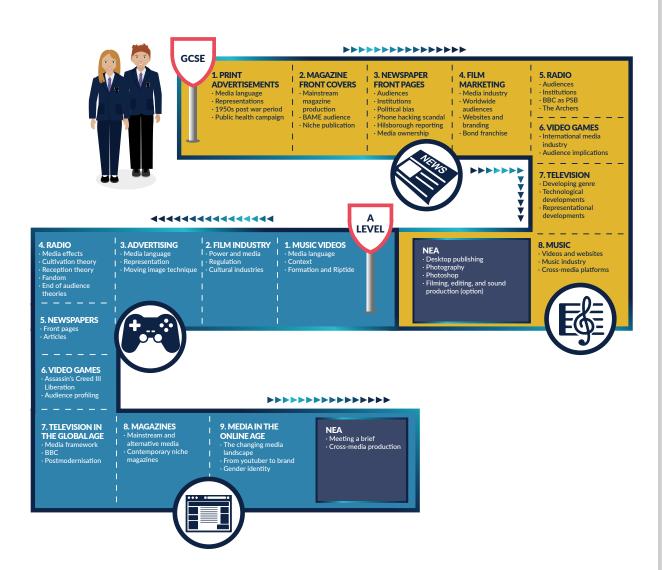






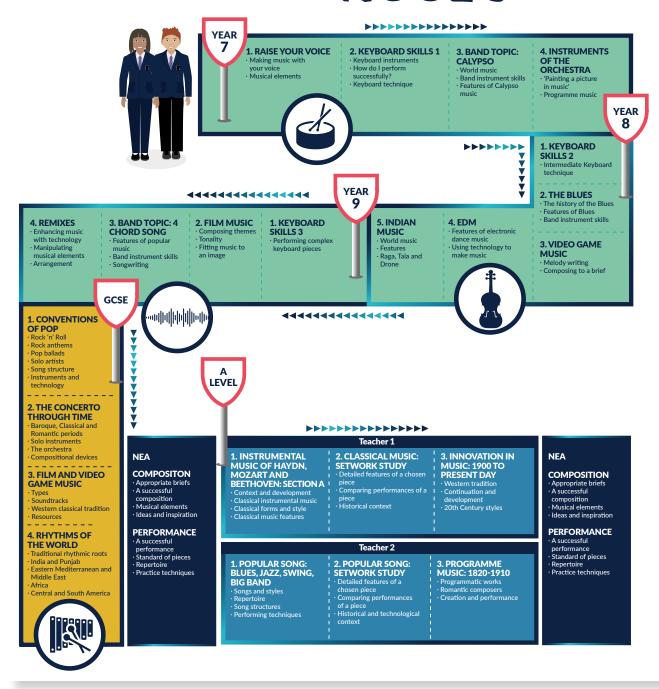


CHELTENHAM BOURNSIDE MEDIA STUDIES SCHOOL





MUSIC





MUSIC TECHNOLOGY



LEVEL

1. THE DEVELOPMENT OF RECORDING TECHNOLOGY

- · History of how sound is recorded

- Identifying differences in recordings
 How are recordings created?
 Analysing different recording techniques

2. RECORDING AND **PRODUCTION TECHNIQUES -**

- **CORRECTIVE AND CREATIVE**
- · How sound is captured using
- different equipment Audio editing
- Recording live instruments · Creating new sounds



3. PRINCIPLES OF **SOUND TECHNOLOGY**

- Levels

RECORDING

- · Use equipment to capture sound
- · Manipulate existing sound using technology
- · Mix and master recordings

CREATIVE COMPOSITION

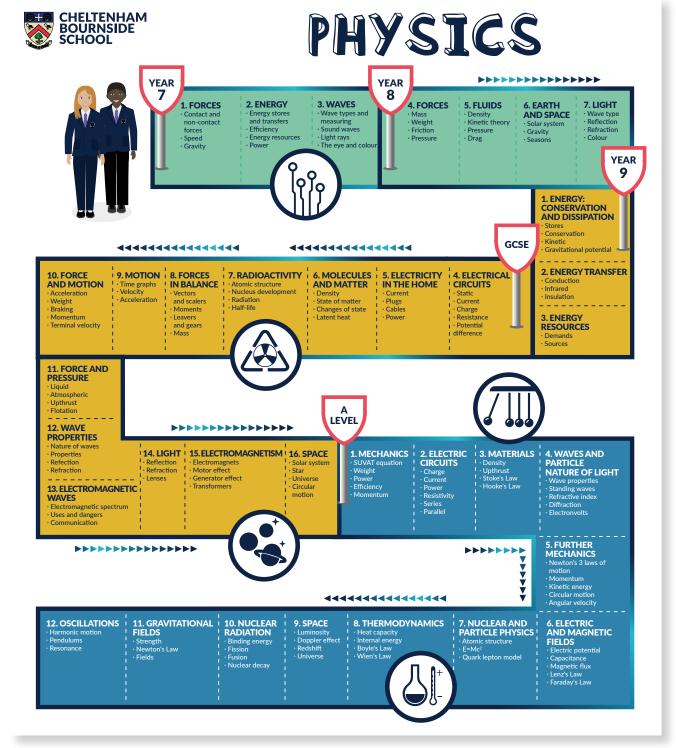
- · Compose music to fit a brief
- \cdot Use synthesis to create and manipulate sounds
- · Use sampling to create and manipulate sounds
- · Mix and master your composition



PHYSICAL EDUCATION

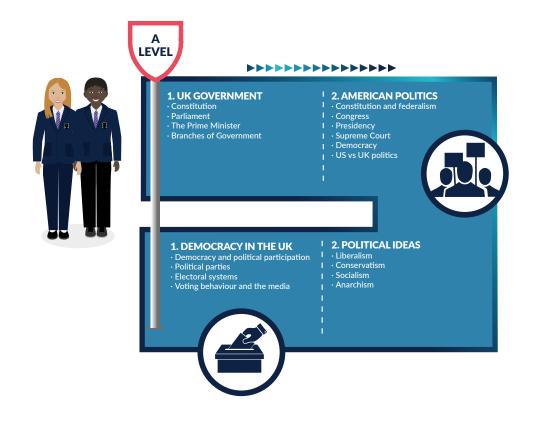








POLITICS





PSYCHOLOGY



A LEVEL

- Data analysis
 Mathematical content
 Statistical testing

- Peer review
 Psychology and the economy
- 2. MEMORY
- Z-MEMORY

 Coding, capacity, and duration in memory
 Models: multi-store and working memory
 Types of long-term memory
 Forgetting: interference and retrieval failure
 Eyewitness testimony: misleading information
 The Cognitive Interview





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7. BIOPSYCHOLOGY

- recovery of the brain after trauma Split-brain research into hemispheric lateralisation investigating the brain Rhythms: Biological, Circadian, Infradian Endogenous pacemakers and exogenous zeitgebers

8. ISSUES AND DEBATES

- Idiographic and nomothetic approaches Ethical implications of research studies and

6. APPROACHES

- Origins
 The Learning Approach
 Social Learning Theory
 The Cognitive Approach
 The Biological Approach
 The Psychodynamic Approach
 The Humanistic Approach
 Comparison of approaches

5. SOCIAL INFLUENCE

- 4. PSYCHOPATHOLOGY

3. ATTACHMENT

- Alinsworth Strange Situation Cultural variations Bowlby's Theory of Maternal Deprivation Romanian Orphan Studies Influence of early attachment on later relationships

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- 9. AGGRESSION

 Neural and hormonal mechanisms
 Genetic factors

 Explanations: ethological and evolutionary
 Frustration-aggression hypothesis

 Social Learning Theory

Deindividuation
 Institutional aggression in prisons
 The effects of computer games
 Desensitisation, disinhibition, cognitive priming

- I 10. GENDER
 Sex and gender
 Androgeny and the BSRI
 The role of chromosomes and hormones
 Atypical sex chromosome patterns
 Cognitive explanations of gender development
 Psychodynamic explanation of gender development
 Coult

11. SCHIZOPHRENIA

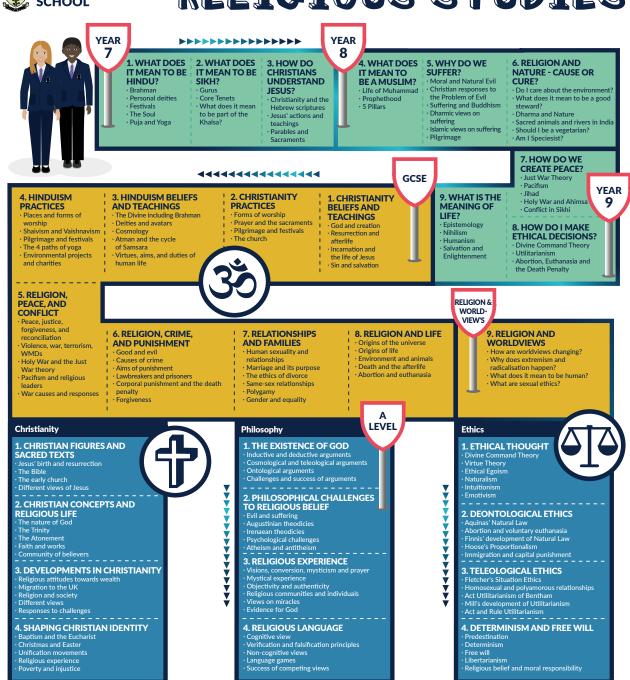
12. RESEARCH METHODS

- case analysis
 Reliability
 Types of validity
 Choosing a statistical



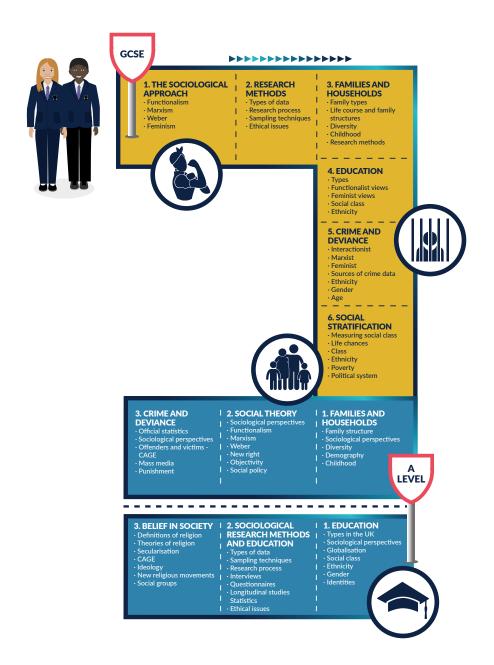


RELIGIOUS STUDIES

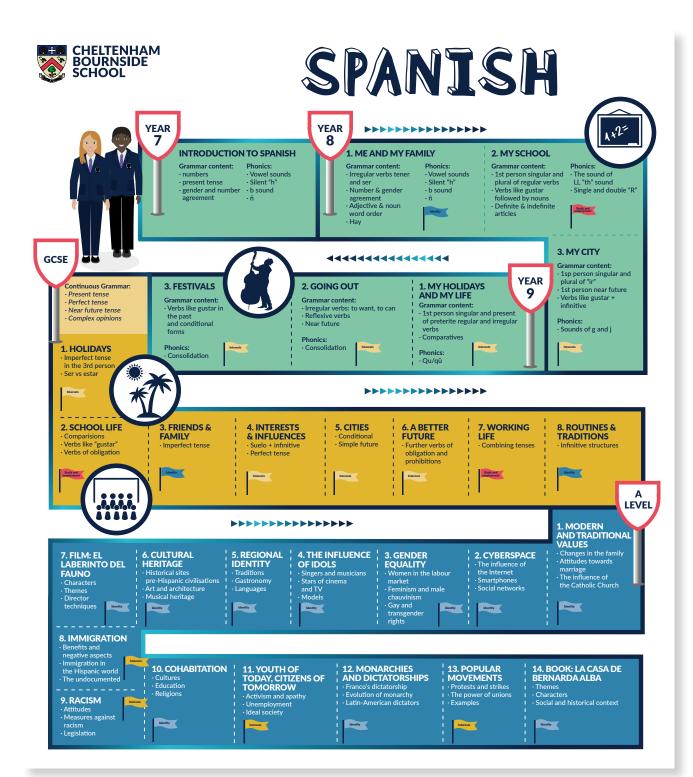




SOCIOLOGY









D&T TEXTILES

Design - Make - Evaluate



1. NIGHT LIGHT

- The PCB and electronic
- components Circuit symbols
- Circuit diagrams Tools used in electronics

- Soldering
 Input and Output
 devices
- Joining methods
 Basic sketching techniques
 Using a design specification
 Generating design ideas
 Technical details
 Production plans
 Computer Aided Design
 (CAD)
 Computer Aided

- Computer Aided

 Manufacture (CAM)

2. JUGGLING BALLS

- Working with fabrics
 Sewing machine basics
 Pinning, cutting,
 joining techniques

- workroom

 Design briefs

 Specifications

 Graphical presentation

 Fabrics and textiles

 Planning for
 manufacture

YEAR 8

3. KITCHEN UTENSIL

- Sustainability the 6R's Ergonomics & Materials natural & man-made timbers Letrative designing Carbon footprint Specifications Life Cycle Analysis Shaping materials -
- Exploring Contexts
 Product analysis
- Shaping materials -bending wood Surface finishes for
- timber
 Presenting designs isometric
 Testing and evaluation

4444444444444 Design - Make - Evaluate

7.I. WOODEN TOY (FINAL ROTATION)

- Modelling and refining designs
 Orthographic drawing
 Testing, evaluation and modifications
 Using hand tools and workshop machinery

6. DESIGNER **INFLUENCES**

5. CHARGING STATION

- Materials polymers
- Materials polymers 3D perspective drawing Rendering materials Shaping polymers with heat Specifications Developing designs

Presenting designs -perspective Computer Aided Design (CAD) Computer Aided Manufacture (CAM)

YEAR 9

4. SOFT TOY

- Appliqué and embroidery Pinning, cutting, joining techniques Testing and evaluating Quality control and

- batch production
 Social, moral, and
 environmental factors
 User trials and
 modifications

7.II. KANDINSKI CUSHION (FINAL ROTATION)

- Surface decorations for textiles
 Design brief and specification
 Sustainability in fashion and textiles
 Social, moral, and environmental factors
 Production plan
 Evaluation

1. MATERIALS

COMPONENTS

of materials
Specific properties
Modern material
technology
Components and
application
Safe working
practices

Working characteristics

GCSE

1. IN DEPTH MATERIALS: **FABRICS AND TEXTILES**

- ethical factors Embellishment Techniques
- Scales of production

2. SMART MATERIALS, COMPOSITES AND

- TECHNICALTEXTILES

3. D&T IN OUR WORLD

- Legislation

 Consumer rights and
- CAD and CAM applications

4. CAD AND CAM

- Laser cutting

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- NEA Writing a design brief and specification
 Developing and modelling a prototype
 Manufacturing a Papers and boards Natural and manufactured timbers
- prototype

 Testing, analysis,
 evaluation

8 MATERIALS

- Ferrous and non-ferrous metals

7 ΜΕCΗΔΝΙCΔΙ COMPONENTS AND

- DEVICES
- Magnitude and direction of
- forces and movement in everyday products

6. ELECTRONIC SYSTEMS AND PROGRAMMABLE

COMPONENTS

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- Electronic components and circuits
 Control system: input, process,
- output, feedback Analogue and digital signals and interfacing
 Programming techniques

5. DESIGNING

- STRATEGIES
- Graphical presentation
- Collaborative design
- Systems design approach

3. DESIGN AND INNOVATION

Principles
 Research technique
 Ergonomics and
 anthronometrics

4. INDUSTRIAL

- COMMERCIAL PRACTICE

5. PRODUCT ANALYSIS AND

- **SYSTEMS**
- on design
 Intellectual Property
 and Standards
 Systems and sub-systems

6. HUMAN RESPONSIBILITY

- Risk assessment procedures
 Values in design solutions
 Forms of energy
 Responsibilities
 Quality

7. PUBLIC INTERACTION

- NEA
 Identifying and
 investigating possibilities
 Developing a design brief
 and specification
 Generating and developing
 design ideas
 Manufacturing a prototype
 Testing, analysis, evaluation

LEVEL





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