

Business Studies YEAR PLANNER (LTP) – YEAR 10

Term	Learning Content/Skills AO1 – Knowledge & Understanding AO2 – Application AO3 – Evaluation / Discussion		Assessment Schedule*	Home Learning Support (How students can extend learning in addition to homework)
Autumn 1	Topic 1.1 Spotting a business opportunity	The key to success in identifying a new business opportunity is careful research and analysis of a local or national market. This enables a business to gain insight into its marketplace (both customers and competitors) and focus on identifying a competitive advantage or opportunity. What students need to learn Guidance	End of Unit Test	Extended reading Video games 'aid business skills http://www.bbc.co.uk/news/business-28139058
Autumn 2	Topic 1.2 Showing enterprise	This topic looks at the skills needed to be enterprising. This involves asking questions and seeking answers without feeling the need for certainty. These skills could be of benefit in any workplace situation, but especially in the context of a business start-up. The objective is to encourage creative and active thinking and learning.	End of Unit Test	Playing the right kinds of video games can help develop valuable business skills such as problem-solving, planning and decision-making, a new study suggests. Complex puzzle games are good at developing the kind of brain functions needed to succeed in a business environment, according to the report from Nanyang Technological University (NTU) in Singapore. Food waste reduction could help feed world's starving
Spring 1	Topic 1.3 Putting a business idea into practice	This topic considers the practicalities of making a business idea happen and emphasises how focus on the financial aspects should not distract from the importance of effective management of marketing and human factors.	End of Unit Test	http://www.bbc.co.uk/news/business-28092034

*All assessments may be subject to alteration to best suit the learning needs of students.

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		<p>Researching the task should take approximately two curriculum weeks of time (a maximum of six hours) and can be completed under limited supervision. The writing-up session(s) should take approximately one week of curriculum time (a maximum of three hours) and must be completed under formal supervision (ie students must be in direct sight of the supervisor/invigilator at all times). Students must produce their final write-up of the task individually.</p> <p>Teachers will mark student work using the assessment criteria specified in this unit. Teachers should check carefully that students' work is their own and not copied from research material without any attempt to put the material into their own words or appropriately reference the material.</p> <p>Each task will be marked out of a total of 40, across the following skill areas:</p> <ul style="list-style-type: none">research (12 marks)present information/data (8 marks)		
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		<p>analysis (12 marks) evaluation (8 marks). Student work can be submitted for moderation in May for each June examination series (first assessment of this unit is available from May 2010) for the lifetime of this qualification. *Tasks will only be set on content that appears in the What students need to learn section in the Detailed unit content. There will not be any tasks set on the content that appears in the Guidance section.</p>		
Summer 2				