



Foxfields Academy KS4 Options



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Core Key Stage 4 curriculum

To ensure all our students have a broad and balanced curriculum allowing them to access a range of courses and careers in the future there are certain qualifications that the Department for Education (DfE) say all students must study.

Non-examined subjects:

- Core PE: this is not examined but is a requirement for all to support with both physical & mental health.
- PSHE and RSE: This important programme will take each week and will cover the personal, social, health and economic curriculum as well as discussing relationships and sex education.

Core based qualifications.

Maths and English will be delivered using the Pearson exam framework. Students will work towards gaining qualifications from the following list:

- Functional Skills
- Entry Level
- GCSE

Science will also be delivered each week and students will work towards gaining one of the following qualifications in this subject.

- Functional Skills
- Entry Level
- GCSE

Employability skills

Every student will study an additional qualification through NCFE. Level 2 Certificate in Employability Skills will cover how to write CV's and support students to prepare for life after Foxfields.



Sport – Level 2 Certificate

Course information

These qualifications aim to:

- give learners the introductory skills and knowledge to start a career in sport or progress with employment in the sector
- prepare learners for higher or further education, through full-time or part-time study.

The objectives of these qualifications are to help learners to:

- choose a pathway and units that reflect their career or academic aspirations
- enter employment in the sport and active leisure sector or to progress to higher or further education or onto the Level 3 Sport qualifications
- gain and develop essential skills that are valued by employers and higher and further education institutions
- develop knowledge and understanding of the vocational sector

Units

To be awarded the Level 2 Certificate or Diploma in Sport, learners are required to successfully complete a number of mandatory units and a number of optional units. Learners must choose a pathway from the following 4 options:

- Pathway 1: Sport, Exercise and Fitness
- Pathway 2: Outdoors
- Pathway 3: Working in Sport
- Pathway 4: Sports Coaching

Assessment

Level 2 Certificates in Sport consists of an internally assessed portfolio of evidence which is assessed by centre staff and externally quality assured by NCFE.

Post 16

Learners who achieve these qualifications could progress to:

- Level 2 Certificate in Fitness Instructing
- Intermediate Apprenticeship in Exercise and Fitness
- Intermediate Apprenticeship in Activity Leadership
- Level 3 Certificate, Diploma or Extended Diploma in Sport
- Level 3 Award in Nutrition for Physical Activity

[601-3037-4-601-3038-6-qualification-specification.pdf \(ncfe.org.uk\)](https://www.ncfe.org.uk/qualifications/601-3037-4-601-3038-6-qualification-specification.pdf)



Food and Cookery Skills – Level 2 Certificate

Course information

This qualification is designed for learners with an interest in food and cookery. It will provide learners with experience of using different cooking skills and methods to enable them to use these within further education or apprenticeships. It will give them a basic understanding of the skills required for a career in food. This qualification will:

- focus on an applied study of the food and cookery sector.
- offer breadth and depth of study, incorporating a significant core of knowledge and theoretical content with broad-ranging applicability.
- provide opportunities to acquire a number of practical and technical skills.

Units

Unit number	Unit title	Graded
Unit 01	Preparing to cook	Yes
Unit 02	Understanding food	Yes
Unit 03*	Exploring balanced diets	Yes
Unit 04	Plan and produce dishes in response to a brief	Yes

Assessment

Level 2 Certificates in Food and Cookery Skills consists of an internally assessed portfolio of evidence which is assessed by centre staff and externally quality assured by NCFE.

Post 16

- Diploma in Advanced Professional Cookery (Preparation and Cooking)
- Professional Cookery Studies It may also be useful to those studying qualifications in the following sectors/subjects:
 - catering
 - hospitality
 - food technology

[NCFE Level 2 Certificate in Food and Cookery Skills | NCFE](#)



Animal Care – Level 1/ 2 Award

Course information

The Tech Award gives learners the opportunity to develop sector-specific knowledge and skills in a practical learning environment. Learners will have the opportunity to develop knowledge and practical skills in the following areas:

- animal health and welfare, including signs of good and ill health, causes, transmission and treatment of common diseases in animals, the different health and monitoring checks, and the use of animals in society
- factors affecting animal behaviour, the impact on handling and restraint, and when it is safe and unsafe to handle and restrain animals, and the practical application of safe handling and restraint techniques and equipment
- features that need to be considered when selecting accommodation for animals to ensure it is appropriate and meets their needs, and the practical activities of preparing, checking and cleaning out animal accommodation using the appropriate equipment.

Units

Pearson BTEC Level 1/Level 2 Tech Award in Animal Care				
Component number	Component title	GLH	Level	How assessed
1	Animal Handling	36	1/2	Internal
2	Animal Housing and Accommodation	36	1/2	Internal
3	Animal Health and Welfare	48	1/2	External Synoptic

Assessment

Components 1 and 2 are assessed through non-exam internal assessment. The nonexam internal assessment for these components has been designed to demonstrate application of knowledge underpinning the sector through realistic tasks and activities. This style of assessment promotes deep learning through ensuring the connection between knowledge and practice.

There is one external assessment, Component 3, which provides the main synoptic assessment for the qualification. Component 3 builds directly on Components 1 and 2 and enables learning to be brought together and applied to realistic contexts.

Post 16

- Learners who generally achieve at Level 2 across their Key Stage 4 learning might consider progression to:
- A Levels as preparation for entry to higher education in a range of subjects
- other Level 2 vocational qualifications and related competence-based qualifications for the land-based sector
- study of a vocational qualification at Level 3, such as a Pearson BTEC Level 3 National in Animal Management, which prepares learners to enter employment or apprenticeships. Learners who generally achieve at Level 1 across their Key Stage 4 learning might consider progression to:
- study at Level 2 post-16 through a technical qualification, such as the Pearson BTEC Level 2 Technical Diploma in Animal Care. Learners who perform well in this qualification compared to their overall performance, should strongly consider this progression route as it can lead to employment in the animal care sector
- study at Level 2 post-16 in a range of technical routes designed to lead to work, to progression to employment via apprenticeships or to further study at Level 3

[Specification - Pearson BTEC Level 1/Level 2 Tech Award in Animal Care 2022 Issue 2](#)



Creative industries (Games design) – Level 2 Certificate

Course information

This qualification addresses not only the creative perspective, but the technical and business approaches required to succeed in current day industry. It has been developed to be flexible and enable access to a broad range of learning across the sector.

Units

Component Code	Component Title	Level	Credit Value	GLH
Y/615/2573	Algorithms and Coding for Game Design and Production	Two	6	60
D/615/2574	Artistic Decision Making in Game Design	Two	5	50
H/615/2575	Creating a Visual Effect	Two	5	50
H/615/2799	Drawing Skills	Two	2	16
K/615/2576	Pitching a Game Idea to an Audience	Two	5	40
M/615/2577	Principles of Animation for Game Design and Production	Two	5	50
T/615/2578	Producing a Game Prototype	Two	10	60
A/615/2579	Techniques for 3D Digital Modelling	Two	6	60

Assessment

Components		Set by the centre			
Component Code	Component Title	Level	Portfolio of evidence	Exam	Practical
T/615/2578	Producing a Game Prototype	Two	✓	-	✓
Y/615/2573	Algorithms and Coding for Game Design and Production	Two	✓	-	✓
D/615/2574	Artistic Decision Making in Game Design	Two	✓	-	✓
H/615/2575	Creating a Visual Effect	Two	✓	-	✓
H/615/2799	Drawing Skills	Two	✓	-	✓
K/615/2576	Pitching a Game Idea to an Audience	Two	✓	-	✓
M/615/2577	Principles of Animation for Game Design and Production	Two	✓	-	✓
A/615/2579	Techniques for 3D Digital Modelling	Two	✓	-	✓

Post 16

- Level 3 Creative industries
- Apprenticeships within gaming industries
- Apprenticeships within media industries

[Suite of Skills for the Creative Industries - Games Design Handbook V7.3.pdf \(aimgroup.org.uk\)](#)

Duke of Edinburgh Award

Course information

14-24 year-olds can do a DofE programme at one of three progressive levels which, when successfully completed, leads to a Bronze, Silver or Gold Duke of Edinburgh's Award.

There are four sections to complete at Bronze and Silver level and five at Gold. They involve helping the community/environment, becoming fitter, developing new skills, planning, training for and completing an expedition and, for Gold only, working with a team on a residential activity.

Any young person can do their DofE – regardless of ability, gender, background or location. Achieving an Award isn't a competition or about being first. It's all about setting personal challenges and pushing personal boundaries.

Through a DofE programme young people have fun, make friends, improve their self-esteem and build confidence. They gain essential skills and attributes for work and life such as resilience, problem-solving, team-working, communication and drive, enhancing CVs and university and job applications. Top employers recognise the work-ready skills Award holders bring to their business.

The DofE licenses organisations that work with young people to run DofE programmes, such as schools, colleges, youth groups and clubs. Through the Licensed Organisation (LO) young people (or their parents / carers) pay for a Participation Place and are supported by Leaders who support them through their programmes, helping them to choose their activities, set their objectives and achieve their Award.

The Duke of Edinburgh's Award is a registered charity, funded by donations, Participation Places and licences. The charity works with LOs across the UK to increase opportunities for young people to gain the benefits of doing their DofE.

Units

Each participant will be required to complete four sections of the award at Bronze level. These sections are identified as: Physical Recreation, Skill, Volunteer and Expedition.

The Physical, Skill and Volunteer Sections

All of these sections (Physical, Skill and Volunteer) must be completed in the participants own time (IF NOT COMPLETED IN SCHOOL TIME), whether it be after school or at weekends.

This will involve a commitment over the period of a year, while the student is participating in the award. Participants are more likely to be successful in these areas with support from parents.

The Expedition Section

Practice sessions will be planned during school sessions on Thursdays throughout the academic year.

The Expedition will be completed during a school week involving an overnight stay. The date of this is to be confirmed and will require appropriate adult consent.

Please ensure you refer to the DofE webpage www.dofe.org – Doing your DofE – Activities (section) or the attached Program Ideas Sheet to get an idea of what activity is eligible for each section.

In order to achieve the Bronze Award, participants must:

- Commit to one hour per section (Physical, Volunteer and Skill) per week of their own time, for between 6 and 12 months. One of the three sections must be completed over a six-month period and the other two sections must be completed over a three-month period.
- In addition, participants must work toward the expedition section by successfully completing/attending
- 1 Training Walk
- 1 assessed expedition (2 days & 1 night)
- The after-school sessions
- Completing the tasks on the Remote Learning Platform when directed



Assessment

Physical, Skill and Volunteer Sections

Students will be responsible for locating their own activities for these sections. It will be the responsibility of each student to keep up to date with recording their own evidence to show they are working toward each of these sections on their EDOFE account. Login in details will be sent to each student after they have enrolled on the award.

The Expedition Section

Students will complete the expedition section by attending selected after school sessions, as well as completing important tasks on a remote learning platform. Students will need to complete these tasks before embarking on their expeditions. Students will receive instructions on how to use this early in the next academic term.

Students will apply their expeditions skills on training walks and practice expeditions to ensure they are both competent and safe enough to participate in an assessed expedition under remote supervision. Students will be assessed on training walks and practice expeditions against the criteria (shown below) to ensure competence and safety for their final assessed expedition.

Participant progress maybe fed back to parents after each walk which will be part of the process in ensuring that participants are competent and safe enough to be put forward for their assessed expedition.

Assessment - Competence Criteria

By the end of your two or three training walks and practice expedition you need to show competence in the areas shown below in order to be put forward for your EXPEDITION. You need to score all 3's and 4's by the end of your practice expedition/ training walk before embarking on your assessed expedition / training walk. You will be advised of areas you need to focus on.

Your Duke of Edinburgh's Award Leader, leading you on your walks will assess you.

1 = Need for Improvement 2 = Satisfactory 3 = Good 4 = Excellent

COMPETENCE CRITERIA

- Have a knowledge of the weather for the training walk/ expedition
- Participating in a group check before departure – Health of group
- Participating in a group check before departure – All group members have the correct kit and are comfortable
- Having the correct individual kit
- Having the correct amount of water
- Show an awareness of risk assessment (mini bus journey, walking on roads, rivers, animals etc.)
- Be able to orientate the map (particularly at the START point).
- Navigating from the front showing good map reading skills
- Leading from the back showing good map reading skills and an awareness of the safety of the rest of the
- group
- Know where you are on the map at all times and know which direction you are travelling in
- Showing the ability to work well within a team (showing support and encouragement)
- Showing the ability to understand a route card and follow it accordingly
- Rest at appropriate places at appropriate times



- Be able to take a bearing
- Be able to measure in KM the distance from one point to another
- Be able to estimate the time it would take to walk this distance
- Showing an appreciation of and taking care of all kit
- Knowing how to follow emergency procedures



Construction – Level 1

Course information

Our construction course will be offered through Enstruct. Enstruct delivers construction skills courses and training programmes to young people who wish to enter the industry. There is currently a shortage of young people with construction skills and with an ever-increasing infrastructure and more and more older tradespeople retiring, this is an essential sector to learn vital skills.

Units

- Brick laying
- Plastering
- Floor and wall tiling
- Carpentry and joinery work
- Painting and decorating
- Plumbing
- Roofing
- Hard-landscaping



Art – Level 2 Certificate

Course information

This qualification is designed for learners who wish to develop a range of skills and techniques essential for working in the art and design sector.

This qualification will:

- focus on the study of art and design
- offer breadth and depth of study, incorporating a key core of knowledge
- provide opportunities to acquire a number of practical and technical skills.

Units

Mandatory units

Unit No	Unit title
Unit 01	Investigate sources of ideas in art and design
Unit 02	Explore and use art and design materials, techniques and visual language
Unit 03	Produce final art and design work

Optional units

Unit No	Unit title
Unit 04	Working in the art and design industry
Unit 05	Building an art and design portfolio
Unit 06	3D visual communication
Unit 07	2D visual communication

Assessment

Each learner must create a portfolio of evidence generated from appropriate assessment tasks which demonstrates achievement of all the learning outcomes associated with each unit. On completion of each unit, learners must declare that the work produced is their own and the Assessor must countersign this.

Post 16

Learners who achieve this qualification could progress to:

- Level 3 qualifications in Art and Design
- Level 3 Certificate in Creative Craft
- Level 3 Certificate in Interactive Media
- Level 2 Diploma in Photography
- Level 3 Certificate in Photography.

[500-8988-2-qualification-specification.pdf \(ncfe.org.uk\)](https://www.ncfe.org.uk/500-8988-2-qualification-specification.pdf)

