Remote Learning Guide
ICT & Business Studies

w.c 18th May 2026

What is the remote learning guide?

Where students are unable to attend school due to, medical, or disciplinary reasons we will continue to provide resources to enable students to continue their education at home – we call this remote learning. We want to minimise the impact to your child's education and therefore we have a plan to make sure learning can continue when they are unable to attend school.

We will be providing all teaching resources through Microsoft Teams. All students will be automatically placed in a Team for their classes in all subjects. Teachers will place all activities, including lessons and resources as files in these Teams. Pupils can access the Teams through their school email accounts. Teachers will also set homework and send messages to their pupils using MS Teams. All work will be available before the lesson is due to start.

You can see a summary of what is being taught each week through the remote learning guides that are shared on the school website every Friday. The guides are also shared with students on their year group's MS Teams. Your child's teachers will also be available via email to answer any questions or queries your child may have. The email address for the head of each department is also included within this guide if you need to contact them regarding any subject related issue.

Pupils are also regularly set tasks and can access resources using the following platforms:

- **GCSEPod** - https://www.gcsepod.com/
- **Bedrock learning** - https://bedrocklearning.org/
- **Seneca -** https://senecalearning.com/en-GB/
- **UpLearn** - www.uplearn.co.uk
- **Sparx Maths -** https://sparxmaths.com/

The following resources provide lessons created by the BBC and Department for Education that may be used with your children to extend their learning at school.

- **Oak National Academy** - https://www.thenational.academy/
- **BBC Bitesize Daily Lessons** - https://www.bbc.co.uk/bitesize/dailylessons

Studies show that reading for pleasure makes a big difference to children's educational performance. We recognise that reading is vitally important to your child's education. Please make sure your child reads approximately one book a week. Students may access online news resources using The Day - https://theday.co.uk/ or they may borrow a book from the school library.

Students record the passwords for these online resources in their school planner. If your child is unable to access the digital resources set by their teachers, please contact your child's Year Manager or Year Coordinator or the school directly using this email address: *enquiry@holte.bham.sch.uk*

Year 7

Head of Department: L. Latif

What is your child learning this term?

Unit 5 – AI and Machine Learning

The unit is a mixture of theoretical aspects of AI with practical application of these ideas in the second half of the unit. Practical aspects of the unit are given in Scratch. Whilst the programs given to students make use of advanced features of Scratch, such as new Blocks (subroutines) and lists, tasks have been written to be accessible by students who have only rudimentary understanding of Computer Science programming with a visual interface.

Class	Teacher	Lessons, including homework deadlines & resources
7-1	Miss Latif	**L2 Machine Learning** **Learning Outcomes** •Understand the difference between facts and rules •Describe uses of machine learning •Use training data to create rules that solve problems of categorising data •Discuss the strengths and weaknesses of machine learning
7-2	Mr Khan	**L2 Machine Learning** **Learning Outcomes** •Understand the difference between facts and rules •Describe uses of machine learning •Use training data to create rules that solve problems of categorising data •Discuss the strengths and weaknesses of machine learning
7-3	Mr Jubier	**L2 Machine Learning** **Learning Outcomes** •Understand the difference between facts and rules •Describe uses of machine learning •Use training data to create rules that solve problems of categorising data •Discuss the strengths and weaknesses of machine learning

7-4	Mrs Lawson-Broadhead	**L2 Machine Learning** **Learning Outcomes** •Understand the difference between facts and rules •Describe uses of machine learning •Use training data to create rules that solve problems of categorising data •Discuss the strengths and weaknesses of machine learning
7-5	Mr Jubier	**L2 Machine Learning** **Learning Outcomes** •Understand the difference between facts and rules •Describe uses of machine learning •Use training data to create rules that solve problems of categorising data •Discuss the strengths and weaknesses of machine learning
7-6	Mr Khan	**L2 Machine Learning** **Learning Outcomes** •Understand the difference between facts and rules •Describe uses of machine learning •Use training data to create rules that solve problems of categorising data •Discuss the strengths and weaknesses of machine learning
7-7	Mr Khan	**L2 Machine Learning** **Learning Outcomes** •Understand the difference between facts and rules •Describe uses of machine learning •Use training data to create rules that solve problems of categorising data •Discuss the strengths and weaknesses of machine learning
7-8	Mr Jubier	**L2 Machine Learning**

		Learning Outcomes •Understand the difference between facts and rules •Describe uses of machine learning •Use training data to create rules that solve problems of categorising data •Discuss the strengths and weaknesses of machine learning

Year 8

Head of Department:

What is your child learning this term?

Summary

- This 6-week KS3 Adobe Illustrator scheme of work develops students' digital creativity and technical understanding in direct alignment with the National Curriculum. It supports **Computing NC aims** by enabling students to "use and combine a variety of software… to design and create a range of digital artefacts" and to become "creative, logical and resourceful" users of digital tools. Pupils build core skills in vector graphics, layout, typography, and digital illustration while applying computational thinking processes such as **sequencing, abstraction, precision, and iterative development**. The unit also aligns with **Art & Design NC requirements**, encouraging learners to "produce creative work", build proficiency in digital art techniques, evaluate their own and others' creations, and understand the role of digital design within creative industries. Through structured, differentiated activities, students explore colour theory, logo design, poster composition, and professional workflow skills, culminating in the creation and evaluation of a polished digital graphic. Cross-curricular links to Art, English, Media Studies, and Design Technology reinforce communication, visual literacy, and design principles while fostering confidence with industry-standard creative software.

Learning Outcomes for the unit

At the end of this Unit all pupils should be able to: Most pupils will be able to:

- Recognise the difference between vector and raster graphics.
- Identify and use basic Illustrator tools (Selection, Shape, Fill/Stroke).
- Create simple vector shapes and combine them into basic designs.

Some pupils will be able to:

- Confidently explain the professional use of vector graphics in design industries.
- • Use the Pen Tool with precision to create complex illustrations or custom letterforms.
- • Apply advanced colour techniques such as gradients and transparency

Class	Teacher	Lessons, including homework deadlines & resources
8-1	Mr Jubier	**Lesson 1: Adobe Illustrator**

		Learning outcomes: ●Understand the key differences between Vector and Bitmap graphics. ●Be able to navigate the Adobe Illustrator workspace with confidence. ●Create your first digital artwork using simple shape tools.
8-2	Mr Khan	**Lesson 1: Adobe Illustrator** **Learning outcomes:** ●Understand the key differences between Vector and Bitmap graphics. ●Be able to navigate the Adobe Illustrator workspace with confidence. ●Create your first digital artwork using simple shape tools.
8-3	Mr Khan	**Lesson 1: Adobe Illustrator** **Learning outcomes:** ●Understand the key differences between Vector and Bitmap graphics. ●Be able to navigate the Adobe Illustrator workspace with confidence. ●Create your first digital artwork using simple shape tools.
8-4	Mr Jubier	**Lesson 1: Adobe Illustrator** **Learning outcomes:** ●Understand the key differences between Vector and Bitmap graphics. ●Be able to navigate the Adobe Illustrator workspace with confidence.

		●Create your first digital artwork using simple shape tools.
8-5	Mrs Jamila	**Lesson 1: Adobe Illustrator** **Learning outcomes:** ●Understand the key differences between Vector and Bitmap graphics. ●Be able to navigate the Adobe Illustrator workspace with confidence. ●Create your first digital artwork using simple shape tools.
8-6	Mr Gakhal	**Lesson 1: Adobe Illustrator** **Learning outcomes:** ●Understand the key differences between Vector and Bitmap graphics. ●Be able to navigate the Adobe Illustrator workspace with confidence. ●Create your first digital artwork using simple shape tools.
8-7	Mr Khan	**Lesson 1: Adobe Illustrator** **Learning outcomes:** ●Understand the key differences between Vector and Bitmap graphics. ●Be able to navigate the Adobe Illustrator workspace with confidence. ●Create your first digital artwork using simple shape tools.

8-8	Mr Jubier	**Lesson 1: Adobe Illustrator** **Learning outcomes:** ●Understand the key differences between Vector and Bitmap graphics. ●Be able to navigate the Adobe Illustrator workspace with confidence. ●Create your first digital artwork using simple shape tools.

Year 9
Head of Department:
What is your child learning this term? **Computer Science** This term, students will explore how computers actually work beneath the surface. They will learn about *systems architecture*, including the key components that make a computer function and how they work together. They will dive into the role of the CPU, understanding how it processes instructions and keeps everything running smoothly. They will also investigate embedded systems, the small, specialised computers found in everyday objects like microwaves, cars, and games controllers. **CNAT Enterprise and Marketing** This qualification has three mandatory units: **Unit R067: Enterprise and Marketing Concepts** This is assessed by an exam. In this unit, you will learn about the key factors to consider and activities that need to happen to operate a successful small start-up business. Topics include: • Characteristics, risk and reward for enterprise

- Market research to target a specific customer
- What makes a product financially viable o Creating a marketing mix to support a product o Factors to consider when starting up and running an enterprise.

Unit R068: Design a Business Proposal

This is assessed by a set assignment. In this unit, you will identify a customer profile for a specific product, complete market research to generate product design ideas, and use financial calculations to propose a pricing strategy and determine the viability of their product proposal. Topics include:

- Market research o How to identify a customer profile
- Develop a product proposal for a business brief
- Review whether a business proposal is financially viable
- Review the likely success of the business proposal.

Unit R069: Market and Pitch a Business Proposal

This is assessed by a set assignment. In this unit, you will develop pitching skills to be able to pitch your business proposal to an external audience. Finally, you will review your pitching skills and business proposal using self-assessment and feedback gathered. Topics include:

- Develop a brand identity to target a specific customer profile
- Create a promotional campaign for a brand and product
- Plan and pitch a proposal
- Review a brand proposal, promotional campaign and professional pitch.

This term pupils will be studying R067 alongside RO68

Class	Teacher	Lessons, including deadlines & resources
9CCs1	LEL/ CLB	PPT in Teams on Primary Memory Complete template on Primary Storage- you may use BBC Bitesize to help you.
9B/bus	FAJ	**Introduction to CNAT Enterprise and Marketing** **Pupils will continue with the first topic.** TA1- Characteristics, Risks & Rewards for an Enterprise 1.1- Characteristics of an Entrepreneur. Pupils will look at what makes an entrepreneur through engaging with a range of case studies. They will also reflect on their own skills and characteristics.
9D/Bu1	JAG	TA1- Characteristics, Risks & Rewards for an Enterprise 1.1- Characteristics of an Entrepreneur. Pupils will look at what makes an entrepreneur through engaging with a range of case studies.
9C/Bu	MKR	

Year 10

Head of Department: L. Latif

What is your child learning this term?

DIT

Enterprise

Component 2- Developing a Business Proposal

Pupils will be completing their PSA 2- Exploring Businesses. This will be done in lessons in exam conditions. They will be developing a business proposal and reviewing it.

Computer Science- Students will use this term to understand the:

- Architecture of the CPU, CPU performance and programming fundamentals, data types.

Class	Teacher	Lessons, including homework deadlines & resources
10C/Cs1	LEL	Complete the Python programs on While and For loops. Make sure you annotate your code in the comments
10C/It1	MOJ	We will be looking starting our PSA component 1 We will dissect the brief and commence with Task 1A which involves creating a project proposal, extracting the user requirements, purpose and audience of the project, the user accessibility needs and the constraints that they may face throughout the project they will work on.
10D/It1	ASK	
10A/Bu1	FAJ	PSA Component 2 All pupils will be reviewing their pitch and presentation.
10C/Bu1	CLB	PSA Component 2 Knowledge worksheet on building confidence about primary and secondary market research content in preparation for writing nots for the PSA.
10D/Bu1	JAG	PSA Component 2 Pupils will be completing Task 1b template- this is a research task to be completed in class. They have 2 hours to research to enable them to complete a business plan template.

		Component 3 Promotion and Finance for Enterprise

Year 11

Head of Department:

What is your child learning this term?

Year 11 Business

Business Pupils will be focusing on their Component 3, which is the exam component. This is based on marketing and Finance for an Enterprise. Topics will include:

- Budgeting
- Cashflow
- Break Even
- Sources of Finance
- Financial Documents
- Marketing

Class	Teacher	Lessons, including homework deadlines & resources
11C/CS1	MOZ	Students working on their programming skills. Tasks are uploaded to Teams but students should be using websites like Codeacademy to develop their skills and work through tutorials online. At this stage practice is important and students should be engaging with completing programming tasks allocated. Students should also be revising using their revision workbooks and have access to all lesson PowerPoints on Teams. Students should be working independently through these.
11C/IT1	MOJ	We will be looking at recapping Pack A of Component 3. Topic 4 – Modern Teamworking **Objectives:** Describe changes to modern teams facilitated by modern technologies: • Based worldwide, multicultural, inclusive, in different time zones, flexible Describe how modern technologies can be used to manage modern teams: • Collaboration tools, communication tools, scheduling and planning tools Describe how organisations use modern technologies to communicate with stakeholders: • Communication platforms (website, social media, email, voice communication) • Selection of appropriate communication channels for sharing information, data and media Students will learn how modern technology enables flexible and global teamwork, including the benefits and challenges of remote working and digital collaboration. They'll also explore real-world case studies to understand how businesses use tools like live chat, scheduling software, and communication platforms to operate efficiently across time zones.

11A/IT1	SAS	Students need to complete the extended questions on MS Teams.
11A/BU 1	FAJ	Pupils to do MCQ on Marketing based on past questions. Pupils to do MCQ on Financial documents based on past questions.
11D/BU 1	JAG	Pupils to work through theory for component 3: Ratios Students to work through exam papers in lessons.

Sixth Form

Head of Department: Miss Latif

What is your child learning this term?

Pupils will study the design, creation, testing and evaluation of a relational database system to manage information. Pupils will learn the following:

Class	Teacher	Lessons, including homework deadlines & resources
12C/It1	Miss Seville	Unit 3 – Web Development Student are completing their PSAB Assignment Task 2. All resources are on Teams
12A/CS1	MOZ	Students are continuing with their NEA project. They need to continue their work on the design section now, particularly along their structure diagrams and their design of the interface screen and layout and flowcharts.
12c/Bu1	FAJ	Unit 2 Developing a marketing campaign- practicing Pet Majestic- The research task has been completed. They will be doing their write up of 2 reports over the next 2 weeks.
	CLB	Unit 2 Developing a marketing campaign Pupils will be looking at the purpose of Marketing through various scenarios and activities. They will be exploring mass markets and niche markets All resources are in teams
12C/Bu1	JAG	**<u>Unit 3 Personal and Business Finance Pack B</u>** Students to work through exam papers in lessons.

12D/Bu1	MKR	Unit 3 - Personal and Business Finance • Types of expenditure – depreciation • Break Even All resources are available to students on MS Teams.
13B/It2	Miss Seville	Unit 5 – Spreadsheet Modelling Students are working on their Unit 5 Assignment – Task 2. All work is on MS Teams.
13B2/It1	Miss Seville	Pupils need to access the Unit 6 Web Development Assignment. Students must complete Task 2. All resources are on MS Teams
13B2/It1	Miss Latif	Unit 9 Project Management. Unit deadline is next week. Learning Aim B must be completed and handed in on time.
13C/Bu1 and 13C/Bu2	FAJ JAG CLB MKR	Unit 2- practice Unit 8 – Recruitment and Selection • The recruitment process, why businesses recruit, where businesses can advertise vacancies. • Students have started their unit 8 assignment All resources are available for students on MS Teams.
13 CS	MOZ	Students working through their revision resources on Data Structures and Algorithms. Past papers have been shared with students, so they need to be attempting these too.