

# Year 10 Topic Assessments: Cohort Averages

Please see below the cohort average for each assessment taken in each subject. As we progress through the year, averages will be added and updated accordingly.

## Art, Craft and Design

Portraiture (Autumn)	<b>47%</b>
Portraiture (Spring)	
Identity	
Environment	

## Classical Civilisations

Gods and Goddesses	<b>90%</b>
Religion in the City	<b>78%</b>
Heracles	<b>81%</b>
Foundation Stories	
Festivals	
Myth and Symbols of Power	
Death and Burial	
Journey to the Underworld	

## Computer Science

Computational Thinking	
Data	<b>68%</b>
Computers	
Networks	
Issues and Impacts	
Programming	<b>63%</b>

## English Literature

The Merchant of Venice	<b>49%</b>
Power and Conflict Poetry	
Doctor Jekyll and Mr Hyde	
Unseen Poetry	

## Dance

Performance Skills	<b>61%</b>
Hypothetical Choreography	<b>59%</b>
Section B	
Shadows	<b>78%</b>
Infra	
Within Her Eyes	<b>58%</b>
Emancipation of Expression	<b>59%</b>
Artificial Things	
A Linha Curve	
Performance Piece	

## French

Let's Celebrate	<b>66%</b>
Around the World in 80 Days	<b>77%</b>
The World is your Oyster	

## Spanish

Let's Celebrate	<b>67%</b>
Around the World in 80 Days	<b>68%</b>
The World is your Oyster	

## Geography

Urban Issues and Challenges	<b>45%</b>
Tectonics	<b>49%</b>
Natural Hazards	<b>55%</b>
Changing Economic World	
The Living World	
End of Year Assessment	

## English Language

Paper 1: Section B

## History

Change in Medicine: Assessment 1 **58%**

Change in Medicine: Assessment 2 **54%**

Change in Medicine: Assessment 3

Change in Medicine: Assessment 4

Conflict and Upheaval: Assessment 1

Conflict and Upheaval: Assessment 2

Conflict and Upheaval: Assessment 3

Conflict and Upheaval: Assessment 4

## Maths

Congruence Similarity and Enlargement **71%**

Trigonometry **40%**

Equations and Inequalities **56%**

Simultaneous Equations **60%**

Angles and Bearings **62%**

Working with Circles **61%**

Vectors **70%**

Ratio and Fractions **71%**

Percentages and Interest **93%**

Probability

Collecting, Representing and Interpreting Data

Types of Number and Sequences

Indices and Roots

## Media Studies

Semiotics and Representation **65%**

Media Theory **60%**

The Film Industry **62%**

Newspapers and Magazines

TV and Sci-Fi Genre

## Music

Musical Elements **50%**

Concertos Through Time **61%**

Conventions of Pop **72%**

Indian and Punjabi Music

Eastern Mediterranean and Middle Eastern Music

Calypso and Samba

## PE (GCSE)

Health, Fitness, and Well-Being

Socio-Cultural Influences (1)

Socio-Cultural Influences (2)

Sports Psychology **62%**

Physical Training (1) **56%**

Physical Training (2)

Applied Movement Analysis (1)

Applied Movement Analysis (2)

Movement Analysis

## Psychology

Memory

Perception

Development

Research Methods

**Science**

Organisation	<b>58%</b>
Electrical Circuits	<b>65%</b>
Chemical Changes	<b>51%</b>
Mains Electricity	<b>73%</b>
Quantitative Chemistry	<b>53%</b>
Using Resources	<b>65%</b>
Magnetism	<b>49%</b>
Homeostasis and Response	
Energy Changes	
Ecology	
Waves	

**Religious Studies (GCSE)**

Christian Beliefs	<b>68%</b>
Good and Evil	<b>76%</b>
Islam Beliefs	<b>69%</b>
Life and Death	
Christian Practices	
Relationships	

*Personal Best*