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| **Learning Outcome***From Specification***2.5** - Investigate the positive and negative impacts on a community of an organisation from an economic, social and environmental perspective**2.6** - Discuss the impact of digital technologies on an organisation, debating the associated reward sand costs**3.7** - Debate the implications of globalisation of trade, including the benefits and challenges of international trade**1.10** – Discuss and evaluate how globalisation and developments in technology impact on consumer choice and behaviour | **Key concepts***Knowledge, Understanding skills and values***Knowledge****2.5 – Impact of Organisations**1. **Economic impacts:** Leaners should have knowledge of how organisations contribute to the local economy through job creation, tax revenues, and economic growth.
2. **Social impacts**: Leaners should be familiar with the social effects of organisations on the community, such as providing goods and services, supporting local infrastructure and amenities, and engaging in corporate social responsibility initiatives.
3. **Environmental impacts:** Leaners should have knowledge of the environmental consequences of organisational activities, including resource consumption, pollution, waste generation, and carbon emissions.

**2.6 – Impact of digital technologies**1. **Digital technologies:** Learners should have knowledge of various digital technologies, such as internet connectivity, cloud computing, artificial intelligence, automation, and e-commerce. They should understand their features, functionalities, and potential applications in organizational settings.
2. **Organisational impact:** Learners should be familiar with real-world examples of organisations leveraging digital technologies.
3. **Rewards and costs**: Learners should have knowledge of the potential rewards and costs associated with the adoption and use of digital technologies. They should also be aware of the challenges and risks, including data security, privacy concerns, skills gaps, and disruptive impacts on traditional business models.

**3.7 – Implications of Globalisation**1. **Globalisation**: Learners should have knowledge of the concept of globalisation and its impact on trade.
2. **International trade:** Learners should be familiar with the principles of international trade, including concepts such as comparative advantage and trade barriers.
3. **Benefits of international trade**: Learners should be aware of the potential advantages, such as increased market access, economies of scale, specialisation, technological transfer, and enhanced consumer choice.
4. **Challenges of international trade:** Learners should be aware of the challenges and risks associated with international trade.

**1.10 – Development in Technology**1. **Globalisation**: Learners should have knowledge of globalisation as a process that connects people, economies, and cultures worldwide.
2. **Technological developments**: Learners should be familiar with advancements in technology, such as the internet, social media, e-commerce, mobile devices, and artificial intelligence.

**Understanding****2.5 – Impact of Organisations**1. **Economic impacts:** Learners should understand the concept of multiplier effects and the potential for stimulating other businesses in the community.
2. **Social impacts**: Learners should understand the potential for enhancing the quality of life and social well-being.
3. **Environmental impacts:** Learners should understand the importance of sustainable practices and the potential for environmental degradation.
4. **Interconnections:** Learners should understand the interconnectedness of economic, social, and environmental impacts. They should recognise that the actions of an organisation can have both positive and negative effects across these dimensions, and that trade-offs may exist.
5. **Stakeholder perspectives**: Learners should comprehend the perspectives of various stakeholders in the community, such as employees, customers, local residents, and environmental advocates. They should understand how different stakeholders may perceive and experience the impacts of an organisation.

**2.6 – Impact of digital technologies**1. **Digital technologies:** Leaners should understand their features, functionalities, and potential applications in organizational settings.
2. **Organisational impact:** Leaners should understand how digital technologies can transform different aspects of an organisation, including operations, communication, marketing, customer service, decision-making, and innovation.
3. **Rewards and costs**: Leaners should understand the benefits, such as increased efficiency, productivity, market reach, and competitiveness.
4. **Interplay between rewards and costs:** Leaners should understand that the impact of digital technologies on an organization involves interplay between rewards and costs. They should recognise that while there are significant benefits, there can also be trade-offs and challenges that need to be carefully managed.
5. **Contextual factors**: Leaners should understand that the rewards and costs can differ for different organisations and contexts.

**3.7 – Implications of Globalisation**1. **Globalisation**: Learners should have knowledge of the concept of globalisation and its impact on trade.
2. **International trade:** Learners should be familiar with the principles of international trade, including concepts such as comparative advantage and trade barriers.
3. **Benefits of international trade**: Learners should be aware of the potential advantages, such as increased market access, economies of scale, specialisation, technological transfer, and enhanced consumer choice.
4. **Challenges of international trade:** Learners should be aware of the challenges and risks associated with international trade.

**1.10 – Development in Technology**1. **Consumer behaviour**: Learners should understand how globalisation and technology influence consumer behaviour. They should recognise that the availability of a wide range of choices, access to information, and increased connectivity have impacted the way people make purchasing decisions and interact with businesses.
2. **Cultural influences:** Learners should comprehend the impact of globalisation on cultural exchange and the diffusion of ideas, values, and consumer trends across different societies. They should recognise that cultural diversity and consumer preferences vary across regions and can shape consumer behaviour.
3. **Technological developments**: Learners should understand how these developments have transformed communication, access to information, and the way business is conducted.

**Skills****2.5 – Impact of Organisations**1. **Being creative:** Encourage learners to think creatively when exploring the positive and negative impacts of organizations on a community.
2. **Being literate**: Provide learners with reading materials that cover the economic, social, and environmental impacts of organizations on communities.
3. **Communication:** Encourage learners to develop persuasive communication techniques to effectively convey the importance of responsible business practices.
4. **Managing information and thinking:** Guide learners in critical thinking exercises that require them to assess the short-term and long-term effects of organizational decisions on various aspects of a community.
5. **Managing myself and staying well:** Assign activities that promote reflection on personal values, ethical considerations, and individual actions in relation to organizational impacts.
6. **Working with others:** Assign group work or case studies that require learners to collaborate and work in teams to investigate and analyse the impacts of organizations on communities.

**2.6 – Impact of digital technologies**1. **Being literate:** Assign reading tasks that require learner to comprehend and analyse information about the benefits and drawbacks of digital technologies in different organizational contexts.
2. **Communication:** Emphasize the importance of effective communication skills in discussing and debating the impact of digital technologies on organizations.
3. **Managing information and thinking:** Teach learners how to gather, evaluate, and analyse information related to the impact of digital technologies on organizations.
4. **Managing myself and staying well:** Help leaners develop a sense of self-awareness and digital well-being by discussing the impact of digital technologies on personal lives and mental health.
5. **Working with others**: Provide opportunities for students to practice interpersonal skills, such as active listening, respecting diverse viewpoints, and building consensus, when discussing the impact of digital technologies.

**3.7 – Implications of Globalisation**1. **Being creative**: Encourage learners to think creatively and explore innovative solutions to the challenges and opportunities brought about by globalisation and technological advancements.
2. **Being literate:** Assign reading comprehension tasks followed by class discussions to enhance their understanding of the subject matter.
3. **Communicating:** Assign group presentations or persuasive writing tasks where learners articulate their viewpoints on the impact of globalisation and technology on choice and behaviour.
4. Managing information and thinking: Guide learners in conducting research on specific industries or markets affected by globalization and technology.
5. **Managing myself and staying well:** Foster discussions on the potential risks and challenges posed by globalisation and technology, such as privacy concerns or ethical considerations.
6. **Working with others:** Promote teamwork and cooperation through group discussions that explore different perspectives on how globalization and technology shape consumer behaviour and choices.

Top of Form**1.10 – Development in Technology**1. **Being creative**: Encourage learners to think creatively and explore innovative solutions to the challenges and opportunities brought about by globalisation and technological advancements.
2. **Being literate:** Provide learners with reading materials, articles, and case studies that discuss the effects of globalisation and technology on consumer behaviour and business strategies.
3. Being numerate: Encourage learners to use numerical data to support their arguments and interpretations of how globalisation and technology influence consumer choices.
4. **Communicating:** Facilitate discussions where learners can express their opinions on how globalisation and technology shape consumer behaviour, including the advantages, disadvantages.
5. **Managing information and thinking:** Teach learners to evaluate information, to understand the relationship between globalisation, technology, and consumer behaviour.
6. **Managing myself and staying well:** Encourage students to reflect on their own experiences and observations of how globalization and technology have influenced their choices as consumers.
7. **Working with others**: Promote teamwork and cooperation through group discussions that explores how globalisation and technology shape consumer behaviour and choices.Top of Form

Top of Form**Values****2.5 – Impact of Organisations**1. **Sustainability:** Learners should value sustainability and recognise the importance of organisations adopting practices that minimise negative environmental impacts and promote long-term social and economic well-being.
2. **Corporate social responsibility**: Learners should appreciate the role of organisations in being socially responsible and contributing positively to the community. They should value ethical business practices and accountability to stakeholders.
3. **Community engagement:** Learners should value community engagement and understand the importance of organisations actively involving and collaborating with the local community. They should recognise the potential for shared benefits and mutually beneficial relationships.

**2.6 – Impact of digital technologies**1. **Adaptability and innovation:** Learners should value adaptability and recognise the need for organisations to embrace digital technologies to stay competitive and relevant. They should appreciate the potential for innovation and new opportunities that digital technologies can bring.
2. **Ethical considerations:** Learners should value ethical considerations in the use of digital technologies. The importance of data privacy, security, and responsible use of technology in protecting individuals and society.
3. **Lifelong learning:** Leaners should value lifelong learning and recognise the need for continuous skill development and digital literacy in an increasingly technology-driven world. They should be open to acquiring new skills and adapting to changing technological landscapes.

**3.7 – Implications of Globalisation**1. **Open-mindedness**: Learners should value open-mindedness and be receptive to different perspectives on the implications of globalisation and international trade. They should be willing to consider diverse viewpoints and engage in respectful and informed debates.
2. **Critical thinking**: Learners should value critical thinking and the ability to evaluate complex issues related to global trade. They should be encouraged to question assumptions, analyse evidence, and consider the broader consequences of trade on various stakeholders and society as a whole.
3. **Global awareness and empathy**: Learners should develop a sense of global awareness and empathy, recognising the interconnectedness of economies and the impact of trade on different countries and communities. They should appreciate the importance of fair and equitable trade relationships.

**1.10 – Development in Technology**1. **Open-mindedness:** Learners should value open-mindedness and cultural sensitivity in a globalised world. They should be respectful of diverse perspectives, consumer preferences, and cultural differences when making choices and interacting with others.
2. **Ethical awareness:** Learners should value ethical awareness in their consumption choices and behaviour. They should recognise the ethical implications of globalisation, such as labour conditions, fair trade, and environmental sustainability, and strive to make responsible and sustainable choices.
3. **Digital responsibility**: Learners should appreciate the importance of digital responsibility and ethical behaviour in the use of technology. They should value privacy, security, and responsible online engagement, understanding the potential impact of their digital choices on themselves and others.
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| **Possible Learning Experiences***Rich learning experiences for students, opportunities to develop Key skills and use formative assessment***Rich learning experiences for students**1. Conduct case studies of local businesses to explore their economic, social, and environmental impacts on the community. Analyse the positive and negative effects and discuss their significance.
2. Organise field trips or invite guest speakers from organisations to share their experiences and insights on the economic, social, and environmental impacts they have on the community.
3. Engage in group projects or simulations where students establish and operate their own small businesses. Assess the impact of their business activities on the community and discuss the outcomes.

**Opportunities to develop Key skills**1. Conduct research using various sources (e.g., books, articles, online resources) to gather information on the economic, social, and environmental impacts of different organisations.
2. Develop critical thinking skills by analysing and evaluating the rewards and costs associated with the use of digital technologies in organisations. Engage in discussions and debates to present well-reasoned arguments.
3. Enhance communication and presentation skills by participating in debates on the implications of global trade and globalization. Construct and deliver persuasive arguments supported by evidence and examples.
4. Develop teamwork and collaboration skills through group projects that require students to discuss and evaluate the impact of globalisation and technological advancements on consumer choice and behaviour.

**Use formative assessment**1. Conduct regular class discussions and debates where learners share their views and opinions on the economic, social, and environmental impacts of organisations, digital technologies, global trade, and globalisation.
2. Assign research-based tasks or projects that require students to investigate and present their findings on the positive and negative impacts of organisations, digital technologies, and global trade.
3. Use quizzes or short tests to assess learners' understanding of key concepts related to the impacts of organizations, digital technologies, global trade, and globalization.
4. Provide opportunities for learners to reflect on their learning and engage in self-assessment or peer assessment activities to evaluate their knowledge and skills in relation to the learning outcomes.
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| **Evaluation of students learning***What will learners say, write or do to shoe their learning and understanding***What will learners say?**1. Roundtable discussions: Organise roundtable discussions where learners can discuss the positive and negative impacts of organisations on a community from economic, social, and environmental perspectives. They should share their viewpoints, provide examples, and engage in respectful debate.
2. Panel debates: Arrange panel debates where learners can discuss the impact of digital technologies on organizations. They should explore the associated rewards and costs, present arguments based on research and real-world examples, and engage in critical analysis.

**What will students write?**1. Revision notes: Assign learners to write revision notes on the implications of globalisation of trade, including the benefits and challenges of international trade. They should analyse different perspectives, evaluate the impacts, and support their arguments with evidence and references.
2. Essays: Ask learners to write essays discussing how globalisation and developments in technology impact consumer choice and behaviour. They should critically evaluate the influences of globalization and technology, provide examples, and present their own perspectives.

**What will students do to show their learning and understanding?**1. Case studies: Provide learners with case studies where they can investigate the positive and negative impacts of organizations on a community. They should analyse the economic, social, and environmental effects and propose strategies for mitigating negative impacts or enhancing positive ones.
2. Technology impact analysis: Assign learners to conduct research and prepare presentations or reports on the impact of digital technologies on organisations. They should explore both rewards and costs, analyse case studies, and provide recommendations for effective technology integration.
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| **Learning Intentions** | **Students will be able to**1. Explain the benefits that organisation bring to society and the economy
2. Describe the negative impacts of enterprise on a community integration.
3. Define the term digital technologies
4. Explain the different types of digital technologies that a business use
5. Outline the benefits of using digital technologies
6. Explain the cost of using digital technologies
7. Explain the opportunities for organisations using digital technologies
8. Identify ICT skills needed by employees
9. Understand what international trade is
10. Using examples explain the difference between visible and invisible trade
11. Explain why Ireland trades with other countries and the benefits
12. Differentiate between the balance of trade and balance of payments
13. Understand the term globalisation
14. Define the term globalisation
15. Explain the reason why companies engage in foreign trade
16. Define the term TNC and why they locate in different countries
17. Describe the impact of global companies and technologies on consumer choice and behaviour
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| **Success Criteria** | 1. **Explain the benefits that organisations bring to society and the economy:**
	1. I can describe how organisations contribute to job creation, economic growth, and innovation in a society.
	2. I can explain how organisations provide goods and services that meet people's needs and improve their quality of life.
	3. I can discuss the role of organisations in generating tax revenue for the government, which can be used for public services and infrastructure development.
2. **Describe the negative impacts of enterprise on community integration**
	1. I can identify potential negative impacts of enterprises, such as displacement of local businesses, environmental pollution, or social inequality.
	2. I can discuss strategies that organisations can implement to minimise these negative impacts and foster community integration.
3. **Define the term digital technologies**
	1. I can provide a clear definition of digital technologies and their role in transforming the way organisations operate and interact with stakeholders.
4. **Explain the different types of digital technologies that a business uses**
	1. I can identify and describe various digital technologies commonly used by businesses, such as social media platforms, cloud computing and e-commerce.
5. **Outline the benefits of using digital technologies**
	1. I can explain how digital technologies improve efficiency, productivity, and customer engagement in businesses.
	2. I can discuss the potential for cost savings, increased accessibility, and global reach that digital technologies offer.
6. **Explain the costs of using digital technologies**
	1. I can discuss the financial investment required to adopt and maintain digital technologies.
	2. I can analyse potential challenges, such as cybersecurity risks or the need for employee training and skill development.
7. **Explain the opportunities for organizations using digital technologies**
	1. I can discuss how digital technologies can create new business opportunities, enable market expansion, and enhance customer experiences.
	2. I can explore how organisations can leverage digital technologies to gain a competitive advantage in the marketplace.
8. **Identify ICT skills needed by employees**
	1. I can list and describe key information and communication technology (ICT) skills that employees should possess, such as proficiency in using software applications, data analysis, and digital communication.
9. **Understand what international trade is**
	1. I can define international trade as the exchange of goods and services between countries.
	2. I can explain the importance of international trade for global economic interdependence and specialisation.
10. **Using examples, explain the difference between visible and invisible trade**
	1. I can differentiate between visible trade (trade in physical goods) and invisible trade (trade in services, intellectual property, or financial transactions).
	2. I can provide examples of both types of trade to illustrate the concept.
11. **Explain why Ireland trades with other countries and the benefit**
	1. I can discuss the reasons why Ireland engages in international trade, such as access to larger markets, diversification of sources, or acquiring resources not available domestically.
	2. I can outline the benefits of international trade for Ireland, including economic growth, job creation, and increased consumer choice.
12. **Differentiate between the balance of trade and balance of payments**
	1. I can define the balance of trade as the difference between a country's exports and imports of goods and services.
	2. I can define the balance of payments as a record of all economic transactions between a country and the rest of the world.
13. **Understand the term globalisation**
	1. Explain the concept of globalization as the increasing interconnectedness and interdependence of economies, cultures, and societies worldwide.
14. **Define the term globalisation**
	1. I can provide a clear definition of globalization, emphasizing its impact on various aspects of life, including trade, communication, and cultural exchange.
15. **Explain the reasons why companies engage in foreign trade**
	* 1. I can discuss motivations for companies to engage in foreign trade, such as accessing new markets, reducing costs through sourcing or production, or gaining a competitive edge.
16. **Define the term TNC and why they locate in different countries**
17. I can define the term TNC (Transnational Corporation) as a large company that operates in multiple countries and has significant global reach.
18. I can explain the reasons why TNCs choose to locate their operations in different countries, such as access to resources, markets, skilled labour, or favourable business environments.
19. **Describe the impact of global companies and technologies on consumer choice and behaviour**
20. I can discuss how global companies and technologies have expanded consumer choices by offering a wide range of products and services from around the world.
21. I can analyse the influence of global brands and marketing strategies on consumer behaviour, such as brand loyalty, cultural preferences, or lifestyle choices.
22. I can evaluate the potential benefits and challenges of globalisation and technology for consumers, considering factors like quality, affordability, cultural diversity, or ethical considerations.

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| **Other Learning Experiences** | **Sharing of student's own experience and linking it in with the topic**1. Group projects: Assign learners to work in groups and conduct surveys or interviews within their community to gather information about the impacts of organizations, digital technologies, globalization, or consumer behaviour. They can share their findings with the class and relate them to the topics being studied.
2. Field trips or site visits: Organise visits to local businesses, community organisations, or technology companies where students can observe first-hand the positive and negative impacts, digital technologies, globalization, or consumer behaviour. Learners can reflect on their experiences and connect them to the theoretical concepts discussed in class.

**Sharing of teacher experience and linking it in with the topic**1. Case studies with teacher insights: Present case studies to learners and discuss them in class. Teachers can provide their own insights and perspectives based on their professional experiences, helping learners understand the practical implications of the topics being studied.
2. Interactive discussions: Engage in open and interactive discussions where teachers share anecdotes, stories, or examples related to the impacts of organisations, digital technologies, globalisation, or consumer behaviour. This can encourage learners to think critically, ask questions, and relate the topics to real-life scenarios.
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| **Evaluation of learning** | **2.5 - Impact of Organisations**1. Research Project: Assign learners a research project where they investigate the impacts of a specific organization on a community. Learners should explore the economic, social, and environmental effects and assess both the positive and negative aspects. Evaluate their ability to gather relevant information, analyse the impacts, and present their findings in a coherent and well-supported manner.
2. Presentation and Debate: Organise a class discussion or debate where learners present their findings on the impacts of different organisations. Encourage them to engage in critical thinking and articulate their arguments based on economic, social, and environmental perspectives. Evaluate their ability to present their ideas clearly, support their viewpoints with evidence, and engage in respectful debate with their peers.

**2.6 – Impact of digital technologies**1. Case Study Analysis: Provide learners with case studies of organisations that have implemented digital technologies. Ask them to analyse the impact of these technologies on various aspects such as operations, marketing, and customer engagement. Evaluate their ability to identify the rewards and costs associated with digital technologies, assess their overall impact, and provide evidence-based justifications for their viewpoints.
2. Group Discussion: Facilitate a group discussion where learners can share their thoughts and experiences regarding the impact of digital technologies. Encourage them to debate the benefits and drawbacks, considering different perspectives. Evaluate their ability to articulate their ideas, actively listen to others, and engage in constructive dialogue about the implications of digital technologies on organizations.

**3.7 – Implications of Globalisation**1. Class Debate: Organise a structured debate where learners can argue the benefits and challenges of globalization and international trade. Assign learners to different teams representing different viewpoints and encourage them to present well-reasoned arguments supported by evidence. Evaluate their ability to research and understand the implications of globalization, articulate their viewpoints clearly, and respond effectively to opposing arguments.

**1.10 – Development in Technology**1. Case Studies and Reflections: Present learners with case studies that illustrate the impact of globalisation and technological advancements on consumer choice and behaviour. Ask them to reflect on the changes in consumer behaviour and preferences due to these factors. Evaluate their ability to analyse the influence of globalisation and technology on consumer choices, consider the advantages and disadvantages, and provide reasoned evaluations based on evidence and examples.
2. Group Presentations: Divide leaners into groups and assign each group a specific industry or product category. Ask them to research and prepare presentations on how globalisation and technological developments have affected consumer choice and behaviour in that industry or category. Evaluate their ability to present their findings effectively, demonstrate knowledge of the topic, and engage in critical analysis of the impact on consumer behaviour.
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| **Teacher Reflection/notes****2.5 - Impact of Organisations**Reflection: Learners demonstrated a good understanding of the interconnectedness between organisations and communities. They conducted thorough research and gathered relevant information on the economic, social, and environmental impacts. Their ability to analyse and evaluate both positive and negative effects on the community was commendable.Notes: Encourage learners to explore more real-life case studies and examples to deepen their understanding of the topic. Provide opportunities for group discussions and debates to foster critical thinking and perspective-taking.**2.6 – Impact of digital technologies**Reflection: Learners actively engaged in discussions and demonstrated a strong grasp of the impact of digital technologies on organizations. They effectively debated the rewards and costs, considering factors such as increased efficiency and productivity, customer engagement, data security, and ethical concerns.Notes: Encourage learners to explore emerging digital technologies and their potential impact on different industries. Provide opportunities for hands-on activities or simulations that allow students to experience the application of digital technologies in real-world scenarios.**3.7 – Implications of Globalisation**Reflection: Learners actively participated in debates and demonstrated a comprehensive understanding of the implications of globalization and international trade. They effectively discussed the benefits such as expanded markets, economic growth, and cultural exchange, as well as the challenges such as job displacement and cultural homogenization.Notes: Encourage learners to analyse global trade policies and their impact on different countries. Provide opportunities for students to research and present case studies on specific industries affected by globalization, allowing them to explore both the positive and negative consequences in depth.**1.10 – Development in Technology**Reflection: Learners actively participated in discussions and displayed a solid understanding of the impact of globalization and technological advancements on consumer choice and behaviour. They effectively evaluated how factors like cultural diversity, market access, and digital platforms influence consumer decision-making.Notes: Encourage Learners to stay updated with the latest consumer trends and technological advancements. Provide opportunities for students to analyse real-world marketing campaigns and their impact on consumer behaviour. Encourage critical evaluation of ethical considerations related to targeted advertising and data privacy. |