

CURRICULUM 2020-21

KEY STAGE 3

At Key Stage 3, students will each complete three different project based units linked to three strands that link to the two GCSE pathways (Creative iMedia and Computer Science):

Year 7:

1. Creative design: Online Safety and the creation of a comic strip
2. Programming: Flowcharts and Micro:Bit programming
3. Computer Systems: Inside a computer, input and output, hardware and software

Year 8:

1. Creative design: Digital graphics and using Photoshop
2. Programming: Computational thinking, Scratch game creation
3. Computer Systems: Data representation, Logic gates

Year 9:

1. Creative design: Interactive multimedia
2. Programming: Algorithms and Python Programming
3. Computer Systems: Computer networks, The Internet

Within each unit of work, pupils complete formative assessments which inform the actions needed to ensure maximum progress. At the end of each project, pupils complete a written and practical assessment. Bands are awarded for practical work and assessments within each unit of study. Pupils also complete a summer exam that is formally assessed.

Pupils can further develop their computing skills by accessing and practising with a wide range of industry standard software such as Photoshop, Comic Life, Python and Serif Movie Plus. They can develop coding and programming skills by accessing online resources such as the Hour of Code and Tynker.

COMPUTING

Page 2

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CURRICULUM 2020-21

KEY STAGE 4

At Key Stage 4, students can opt to study one of two ICT based GCSEs, either GCSE OCR Computer Science or Creative Imedia.

GCSE Computer Science focuses on the mastery of programming and understanding of computer systems encouraging creativity and problem solving. It encourages students to develop their understanding and application of the core concepts in computer science. Students also analyse problems in computational terms and devise creative solutions by designing, writing, testing and evaluating programs. Students will be formally assessed on the following units:

1. Computer Systems: Externally assessed written exam worth 50%
2. Computational thinking, algorithms and programming: Externally assessed written exam worth 50%

To stretch their learning, students should practise, practise, practise! The students that do well in Computing are the ones that keep practising the programming skills they have learnt within lesson and have the determination to keep experimenting.

Those students who have elected to study **Creative Imedia**, will be equipped with a range of creative media skills and provided with opportunities to develop, (in context), desirable, transferable skills such as research, planning, and review as well as working with others and communicating creative concepts effectively. Through the use of these skills, learners will ultimately be creating fit for purpose creative media products.

Pupils will complete the following units:

- Unit R081: Pre Production Skills: Externally assessed written exam worth 25%
- Unit R082: Creating Digital Graphics: Where and why digital graphics are used and what techniques are involved in their creation. Students will use Photoshop in creation of a digital graphic. (Centre assessed task worth 25%)
- Unit R084: Storytelling with a comic strip: This unit will enable learners to understand the basics of comic strip creation. They will interpret a client brief, use planning and preparation techniques and ultimately create their own comic strip using digital techniques. (Centre assessed task worth 25%)
- Unit R087: Creating interactive multimedia products: This unit will enable learners to understand the basics of interactive multimedia products for the creative and digital media sector. They will learn where and why interactive multimedia is used and what features are needed for a given purpose. It will enable them to interpret a client brief, and to use time frames, deadlines and preparation techniques as part of the planning and creation process when creating an interactive multimedia product. . (Centre assessed task worth 25%)

To stretch their learning, students can investigate the different purpose, uses and audience for digital media across the UK. This could include the development of apps on phones and tablets, social media and its impact on the world, or the development of comic book narratives in popular culture.

They can also enhance their creative skills when using software such as Photoshop, Comic Life and advanced PowerPoint by viewing tutorials videos on YouTube, which will develop their knowledge and understanding of the tools used to create digital products.