

SUBJECT: Computing and ICT

CURRICULUM INTENT: The Computing syllabus has been designed to cover the three main areas of Digital Literacy, Computer Science and Information Technology. Students are taught the impacts of online activities, including safety issues, legal, social, cultural and moral aspects, enabling them to be resilient and valuable contributors to society as a whole.

At KS3, the students will be introduced to the Computing and IT skills they will need to support other subjects across the curriculum, how to code in python and HTML, the use of algorithms, and have an understanding of computer hardware and software.

At KS4, students are taught how to think creatively, innovatively, analytically, logically and critically when solving problems; building on the knowledge, understanding and skills established through the Computer Science and Information Technology elements of the Key Stage 3 programme of study.

CURRICULUM OVERVIEW: At KS3 and KS4, the following units will be covered each term. Each unit of work covers 6 weeks of work with an end of unit or practical assessment. At KS4, there will be end of unit topic tests and practical assessments.

Year	AUTUMN TERM	SPRING TERM	SUMMER TERM
07	<ul style="list-style-type: none"><li>☐ Digital Literacy</li><li>☐ E-Safety</li></ul>	<ul style="list-style-type: none"><li>☐ Understanding Computers</li><li>☐ Programming using BBC Micro:Bits</li></ul>	<ul style="list-style-type: none"><li>☐ Spreadsheet basics</li><li>☐ Image manipulation - Photoshop</li></ul>
08	<ul style="list-style-type: none"><li>☐ E-Safety</li><li>☐ Computer Theory</li></ul>	<ul style="list-style-type: none"><li>☐ Introduction to Python (1)</li><li>☐ iMedia Interactive PowerPoint</li></ul>	<ul style="list-style-type: none"><li>☐ Pseudocode and Algorithms</li><li>☐ Databases</li></ul>
09	<ul style="list-style-type: none"><li>☐ E-Safety (HTML and website)</li><li>☐ Image manipulation using Photoshop.</li></ul>	<ul style="list-style-type: none"><li>☐ iMedia Product development</li><li>☐ Introduction to Python (2)</li></ul>	<ul style="list-style-type: none"><li>☐ Computer systems</li><li>☐ App Development</li></ul>
10 OCR iMedia	<ul style="list-style-type: none"><li>☐ R081 - Pre production Skills</li></ul> For this theory unit, students are introduced to a range of essential pre-production techniques used in the creative and digital media, including client brief, time frames, deadlines and preparation techniques.	<ul style="list-style-type: none"><li>☐ R081 - Pre production Skills</li></ul> For this theory unit, students are introduced to a range of essential pre-production techniques used in the creative and digital media, including client brief, time frames, deadlines and preparation techniques.	<ul style="list-style-type: none"><li>☐ R082 - Creating digital graphics</li></ul> For this coursework unit, students need to investigate how and why digital graphics are used in a range of sectors, explain the properties of these digital graphics and understand their suitability and compatibility with the intended purpose. They also need to explain which file formats are appropriate for these digital graphics and how different

	<p>They will also gain experience in producing physical and digital mood boards, visualisation diagrams, gantt charts and scripts. Students will also look at style and layout of digital graphics.</p> <p>This unit is very important, as all the other units completed in this course, will use many of the theory elements studied in this unit. This unit is examined as a written test and lasts for 1hr 15mins.</p>	<p>They will also gain experience in producing physical and digital mood boards, visualisation diagrams, gantt charts and scripts. Students will also look at style and layout of digital graphics.</p> <p>This unit is very important, as all the other units completed in this course, will use many of the theory elements studied in this unit. This unit is examined as a written test and lasts for 1hr 15mins.</p> <p>📌 R082 - Creating digital graphics For this coursework unit, students need to investigate how and why digital graphics are used in a range of sectors, explain the properties of these digital graphics and understand their suitability and compatibility with the intended purpose. They also need to explain which file formats are appropriate for these digital graphics and how different purposes and audiences influence the digital graphic design and layout.</p> <p>Working from a client brief, students need to generate ideas for their own design, plan a workflow sequence, produce a visualisation of the digital graphic and create the digital graphic using industry standard software and a range of different tools and techniques.</p>	<p>purposes and audiences influence the digital graphic design and layout.</p> <p>Working from a client brief, students need to generate ideas for their own design, plan a workflow sequence, produce a visualisation of the digital graphic and create the digital graphic using industry standard software and a range of different tools and techniques.</p> <p>Once the digital graphic has been produced, the student needs to consider whether the client's brief has been fully met, review the overall quality of the digital graphic and identify any improvements that could be made</p>
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GCSE EXAM BOARD: OCR J817 Creative iMedia Level 1 / 2 Certificate - USEFUL RESOURCES (TEXTBOOKS/ WEBSITES/PROGRAMMES/APPS)

<https://www.ocr.org.uk/students/>

<https://www.youtube.com/watch?v=ckG5pt7zxJI&list=RDCMUCsBxhfwURg-vQASN2ZeHwg&index=1> (and associated videos)

KS3-Websites:

<https://www.thinkuknow.co.uk/>

<https://www.saferinternet.org.uk/>

[https://www.ceop.police.](https://www.ceop.police.uk/safety-centre/)

[uk/safety-centre/](https://www.ceop.police.uk/safety-centre/)

[https://www.w3schools.c](https://www.w3schools.com/)

[om/](https://www.w3schools.com/)

[https://www.c](https://www.codecademy.com/)

[odecademy.co](https://www.codecademy.com/)

[m/](https://www.codecademy.com/)

[https://www.](https://www.microbit.org/)

[microbit.org/](https://www.microbit.org/)