

# GCSE Computer Science

**Curriculum Manager:** Mr S Howe

**Teaching Staff:** Mr S Howe and Mr D Burgess

**Curriculum Overview:**

Key aspects of the qualification include; how computers work, making connections, data matters, computational thinking, practice and Python programming.

**Unit 1: Principles of Computer Science  
(1hr 30 min Written Exam, 50%)**

This component will introduce learners to the Central Processing Unit (CPU), computer memory and storage, wired and wireless networks, network topologies, system security and system software. It is expected that learners will become familiar with the impact of Computer Science in a global context through the study of the ethical, legal, cultural and environmental concerns associated with Computer Science.

**Application of Computational Thinking  
(Exam 50% on screen practical programming exam)**

This unit encourages pupils to apply knowledge and understanding using computational thinking. Pupils will be introduced to algorithms and programming, learning about programming techniques, how to produce robust programmes, computational logic, translators and facilities of computing languages and data representation. Pupils will learn how to designing, reading, writing and debugging programs. Throughout the 2-year course able pupils will apply their skills to solve real problems and produce readable, robust programs.

**Assessments:**

- There will be half termly tests on each topic area.
- Practise and real NEA
- An end of year mock exam

**Homework:**

Pupils complete their homework using Google Classroom or on 'Show My Homework'. All homework will be set using these systems and pupils can access it at home with their appropriate log in details.

**Other Useful Information:**

The ICT department run a programme of extra-curricular catch up sessions for all KS4 pupils on a Tuesday, Wednesday and Thursday after school in rooms 1,2 and 3. In addition pupils will find all lesson material and extra support on Google classroom

# OCR Nationals Creative iMedia

**Curriculum Manager:** Mr S Howe

**Teaching Staff:** Mr D Burgess, Mr J Moore, Mrs s Webster, Mr B Kelly

**Curriculum Overview:**

These qualifications will assess the application of creative media skills through practical use. The Creative iMedia course will equip pupils with a range of creative media skills and provide opportunities to develop, in context, desirable and transferable skills such as research, planning and review, working with others and communicating creative concepts effectively. Through the use of these skills, pupils will ultimately be creating fit-for-purpose creative media products. The Creative iMedia will also challenge pupils, by introducing creative media techniques; encouraging independence, creativity and providing tasks that engage. The 'hands on' approach will require pupils to use various technology.

<b>Unit 1 – Pre-production skills (25% exam Set in Jan Year 10)</b>	<b>Unit 2 – Creating digital graphics (25% Controlled assessment)</b>	<b>Unit 3: Creating a multi-page website (25% Controlled assessment)</b>	<b>Unit 4: Developing digital Games (25% Controlled assessment)</b>
<p>This unit will enable pupils to understand pre-production skills used in the creative and digital media sector. It will develop their understanding of the client brief, time frame</p>	<p>The aim of this unit is for pupils to understand the basics of digital graphics editing for the creative and digital media sector. They will learn where and why digital graphics are used and what techniques are involved in their creation.</p>	<p>This unit builds on units R081 and R082 and pupils will be able to apply skills, knowledge and understanding gained in those units. Multipage websites are the basis of internet content and are therefore used extensively in the creative digital media sector, whether for mobile phones or computers in all their forms. This unit will enable pupils to understand the basics of creating multipage websites.</p>	<p>Through this unit, pupils will examine the basics of creating digital games and their environments for the creative and digital media sector. They will also develop the know-how to create a playable game from an existing design or brief. This unit builds on Units R081 and R082.</p>

**Assessments:**

January Year 10 Exam in pre-production skills (re sits in June and January Year 11)

Unit 3 – Competed and handed in June Year 10

Unit 2 – Competed and hand in January Year 11

Unit 4 - Competed and hand in June Year 11

**Homework:**

Pupils complete their homework using Google Classroom or on 'Show My Homework'. All homework will be set using these systems and pupils can access it at home with their appropriate log in details.

**Other Useful Information:**

The ICT department run a programme of extra-curricular catch up sessions for all KS4 pupils on a Tuesday, Wednesday and Thursday after school in rooms 1,2 and 3. I addition pupils will find all lesson material and extra support on Google classroom

# GCSE AQA Photography

**Curriculum Manager:** Mr S Howe

**Teaching Staff:** Mr S Howe and Miss T Livesey

**Curriculum Overview:**

GCSE Photography will introduce pupils to a variety of experiences exploring a range of lens-based and light-based media, techniques and processes, including both traditional and new technologies. Within the course pupils will explore overlapping and combinations of areas such as portraiture, landscape photography (working from the built or natural environment), still life photography, (working from natural or manufactured objects), documentary photography, photo journalism, narrative photography, reportage, fine art photography and photography involving a moving image (television, film and animation).

**Unit 1 - Portfolio of work (Coursework 60%)**

In this unit pupils will create a portfolio of work that explores and demonstrates a range of skills and techniques in a variety of areas within photography, such as the ability to explore formal elements of visual language.

**Year 10:**

- Photography skill builder
- Urban Photography project
- Natural world project

**Unit 2 - Externally Set Task (10 Hour Practical Exam 40%)**

Within this unit pupils will be set a project brief from the exam board, where they are expected to develop their work using the knowledge and experiences gained from Unit 1 to produce a final piece of work as well as linking your end product to an established artist.

**Year 11:**

- Mock exam, where pupils pick from 8 topic areas.
- Real exam

**Assessments:**

- Skill builder project – November, Year 10
- Urban photography - March, Year 10
- Natural world photography – July, Year 10
- Mock Exam – December, Year 11
- Refinement to portfolio – March, Year 11
- Real exam – May, Year 11

**Homework:**

Pupils complete their homework using Google Classroom or on 'Show My Homework'. All homework will be set using these systems and pupils can access it at home with their appropriate log in details.

**Other Useful Information:**

The ICT department run a programme of extra-curricular catch up sessions for all KS4 pupils on a Tuesday, Wednesday and Thursday after school in rooms 1,2 and 3. In addition pupils will find all lesson material and extra support on Google classroom