

Curriculum map: COMPUTING

KS3 COURSE STRUCTURE

	Units Delivered		
	Year 7	Year 8	Year 9
Autumn 1	Digital Literacy	Understanding Computers	Spreadsheet
Autumn 2	Clear Messaging	Computational thinking	PowerPoint (IDMP)
Spring 1	Microbit	Python (Turtle Power)	Python Basics
Spring 2	Networks	Vector Graphics (Inkscape)	
Summer 1	Python (Fun With Flags)	Photoshop	Graphics (Photopea)
Summer 2			

(Key stage 4 below)

KS4 COURSE STRUCTURE

Course Title	Computer Science (1CP2)
Qualification (GCSE, BTEC etc)	GCSE (9-1)
Exam Board	Pearson Edexcel Level

Unit	Title	Weighting	Examination Method
1CP2/01	Paper 1 Principles of Computer Science	50%	Written examination: 1 hour 30 minutes
1CP2/02	Paper 2 Application of Computational Thinking	50%	Practical onscreen examination: 2 hours

Units Delivered		
	Year 10	Year 11
Autumn 1	BLOCK 1 Application of Computational Thinking: Part 1 <i>Topic 1, Topic 6</i> Principles of Computer Science: Part 1 <i>Topic 2</i>	BLOCK 7 Application of Computational Thinking: Part 7 <i>Topic 6</i> Principles of Computer Science: Part 7 <i>Topic 3, Topic 4</i>
Autumn 2	BLOCK 2 Application of Computational Thinking: Part 2 <i>Topic 1, Topic 6</i> Principles of Computer Science: Part 2 <i>Topic 2</i>	BLOCK 8 Application of Computational Thinking: Part 8 <i>Topic 1, Topic 6</i> Principles of Computer Science: Part 8 <i>Topic 3, Topic 5</i>
Spring 1	BLOCK 3 Application of Computational Thinking: Part 3 <i>Topic 1, Topic 6</i> Principles of Computer Science: Part 3 <i>Topic 2, Topic 3</i>	BLOCK 9 Application of Computational Thinking: Part 9 <i>Topic 1, Topic 6</i> Principles of Computer Science: Part 9 <i>Topic 2</i>
Spring 2	BLOCK 4 Application of Computational Thinking: Part 4 <i>Topic 1, Topic 6</i> Principles of Computer Science: Part 4 <i>Topic 3</i>	BLOCK 10 Application of Computational Thinking: Part 10 <i>Topic 1, Topic 6</i> Principles of Computer Science: Part 10 <i>Topic 5</i>
Summer 1	BLOCK 5 Application of Computational Thinking: Part 5 <i>Topic 1, Topic 6</i> Principles of Computer Science: Part 5 <i>Topic 3, Topic 4, Topic 5</i>	Exam
Summer 2	BLOCK 6 Application of Computational Thinking: Part 6 <i>Topic 1, Topic 6</i> Principles of Computer Science: Part 6 <i>Topic 2, Topic 4</i>	



KS4 COURSE STRUCTURE

Course Title	Creative iMedia (J834)
Qualification (GCSE, BTEC etc)	Level 1/Level 2 Cambridge National
Exam Board	OCR

Unit	Title	Weighting	Examination Method
R093	Creative iMedia in the media industry	40%	Written examination: 1 hour 30 minutes
R094	Visual identity and digital graphics	25%	Mandatory Unit: Centre-assessed and OCR moderated.
R097	Interactive digital media	35%	Centre-assessed and OCR moderated.

		Units Delivered	
		Year 10	Year 11
Autumn 1	R093: Media industry sectors and products (TA1)	R093: How style, content and layout are linked to the purpose. Client requirements and how they are defined (TA2)	R097: Pre-production and planning documentation and techniques for animation with audio
	R093: Audience demographics and segmentation (TA2)		
Autumn 2	R093: Media codes used to convey meaning, create impact and/or engage audiences (TA2)	R093: Work planning and documents used to support ideas generation (TA3)	R097: Techniques to obtain, create and manage assets
	R094: Purpose, features, elements and design of visual identity		
Spring 1	R094: Graphic design concepts and conventions	R094: Tools and techniques to create visual identity and digital graphics	R097: Techniques used to create animation with audio
	R094: Properties of digital graphics and use of assets		
Spring 2	R094: Techniques to plan visual identity and digital graphics	R094: Technical skills to source, create and prepare assets for use within digital graphics	R097: Techniques to save and export animation with audio
	R094: NEA Assessment (working on)		
Summer 1	R094: NEA Assessment (working on and submit for moderation)	R097: TA1 Introduction (with R093 key content embedded)	R097: Techniques to test/check and review animation with audio
	R093: Distribution platforms and media to reach audiences (TA4)		
Summer 2	R093: Properties and formats of media files (TA4)	R097: (submit1 for moderation)	R097: Improvements and further developments
	R093: Sources of research and types of research data (TA2)		
Summer 2	R093: The legal issues that affect media (TA3)	R097: NEA Assessment (Working on)	R093: Distribution platforms and media to reach audiences (TA4)
	R093: Job roles in the media industry (TA1)		
Summer 2	R097: Features and conventions of animation and audio	R097: Creativity in animation and audio	R093: Properties and formats of media files (TA4)
	R097: Resources required to create animation with audio		



KS4 COURSE STRUCTURE

Course Title	Business (1BS0)
Qualification (GCSE, BTEC etc)	GCSE (9-1)
Exam Board	Pearson Edexcel

Unit	Title	Weighting	Examination Method
1BS0/01	Theme 1: Investigating small business	50%	Written examination: 1 hour and 45 minutes
1BS0/02	Theme 2: Building a business	50%	Written examination: 1 hour and 45 minutes

Units Delivered		
	Year 10	Year 11
Autumn 1	Course introduction Topic 1.1 Enterprise and entrepreneurship	Topic 2.3 Making operational decisions
Autumn 2	Topic 1.2 Spotting a business opportunity Topic 1.3 Putting a business idea into practice	Topic 2.4 Making financial decisions
Spring 1	Topic 1.4 Making the business effective	Topic 2.5 Making human resource decisions
Spring 2	Topic 1.5 Understanding external influences on business	Exam skills
Summer 1	Introduction to Theme 2 Topic 2.1 Growing the business	
Summer 2	Topic 2.2 Making marketing decisions	



KS4 COURSE STRUCTURE

Course Title	Enterprise and Marketing (J837)
Qualification (GCSE, BTEC etc)	Level 1/Level 2 Cambridge National
Exam Board	OCR

Unit	Title	Weighting	Examination Method
R067	Enterprise and Marketing Concepts	40%	Written examination: 1 hour 15 minutes
R068	Design a Business Proposal	30%	Mandatory Unit: Centre-assessed and OCR moderated.
R069	Market and Pitch a Business Proposal	30%	Centre-assessed and OCR moderated.

	Units Delivered	
	Year 10	Year 11
Autumn 1	<p>R067 (TA2): Market research; data; market segmentation*</p> <p>R068 (TA1): Market research; sampling methods; Using research tools; Review market research</p>	<p>R069 (TA3): Planning a pitch and presentation skills</p> <p>R069 (TA3): Practice pitch; feedback; professional pitch</p> <p>R069 (TA4): Review brand, pitch, and skills</p> <p>R069: NEA Assessment (working on)</p>
Autumn 2	<p>R068 (TA2): Identify customer profile</p> <p>R068 (TA3): Create a design mix; Review and finalise design</p>	<p>R067 (TA1): Entrepreneurial characteristics; risk and reward</p> <p>R069: NEA Assessment (working on)</p>
Spring 1	<p>R067 (TA3): Cost, revenue, profit and loss; break-even; cash*</p> <p>R068 (TA4): Financial viability</p>	<p>R067 (TA5): Ownership; capital; support</p> <p>R067 (TA3): Cost, revenue, profit and loss; break-even; cash</p> <p>R069: NEA Assessment (submit for moderation)</p>
Spring 2	<p>R068 (TA5): risks and challenges</p> <p>R068: NEA Assessment (working on)</p>	<p>R067 (TA2): Market research; data; market segmentation</p> <p>R067 (TA4): Marketing mix; advertising medium; promotion; PR; selling; product lifecycle; pricing strategies</p>
Summer 1	<p>R067 (TA4): Marketing mix; advertising medium; promotion</p> <p>R069 (TA1): Branding; opportunities and threats</p> <p>R068: NEA Assessment (submit for moderation)</p>	<p>R067: Exam revision</p> <p>R068: Resubmission opportunity</p> <p>R069: Resubmission opportunity</p> <p>R067: Exam revision</p>
Summer 2	<p>R067 (TA4): PR; selling; product lifecycle; pricing strategies</p> <p>R069 (TA2): Promotional plan and materials</p>	