



# CURRICULUM PLANS 25/26

## Information for Website

**SUBJECT**

Computing & Business  
(Computing / Computer Science / Creative iMedia / Business / Enterprise and Marketing)

**KS3 COURSE STRUCTURE**

	Units Delivered		
	Year 7	Year 8	Year 9
Autumn 1	Digital Skills & Safety	Computer Systems	Bizmaths With Excel
Autumn 2	PowerPoint Essentials	Data Representation	Interactive Digital Media Product (IDMP)
Spring 1	Computational Thinking & Physical Computing	Python Turtle	Creative Coding with Python Turtle
Spring 2			
Summer 1	Introduction to Programming with Python Turtle	Developing Vector Graphics (Inkscape)	Photopea Basics
Summer 2			

# 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
<b>Autumn 1</b>	<p>BLOCK 1 Application of Computational Thinking: Part 1 <i>Topic 1 (Computational thinking), Topic 6 (Problem solving with programming)</i></p> <p>Principles of Computer Science: Part 1 <i>Topic 2 (Data)</i></p>	<p>BLOCK 7 Application of Computational Thinking: Part 7 <i>Topic 6 (Problem solving with programming)</i></p> <p>Principles of Computer Science: Part 7 <i>Topic 3 (Computers), Topic 4 (Networks)</i></p> <p>BLOCK 8 Application of Computational Thinking: Part 8 <i>Topic 1 (Computational thinking), Topic 6 (Problem solving with programming)</i></p> <p>Principles of Computer Science: Part 8 <i>Topic 3 (Computers), Topic 5 (Issues and impact)</i></p>
<b>Autumn 2</b>	<p>BLOCK 2 Application of Computational Thinking: Part 2 <i>Topic 1 (Computational thinking), Topic 6 (Problem solving with programming)</i></p> <p>Principles of Computer Science: Part 2 <i>Topic 2 (Data)</i></p>	<p>BLOCK 9 Application of Computational Thinking: Part 9 <i>Topic 1 (Computational thinking), Topic 6 (Problem solving with programming)</i></p> <p>Principles of Computer Science: Part 9 <i>Topic 2 (Data)</i></p>
<b>Spring 1</b>	<p>BLOCK 3 Application of Computational Thinking: Part 3 <i>Topic 1 (Computational thinking), Topic 6 (Problem solving with programming)</i></p> <p>Principles of Computer Science: Part 3 <i>Topic 2 (Data)</i></p>	<p>BLOCK 10 Application of Computational Thinking: Part 10 <i>Topic 1 (Computational thinking), Topic 6 (Problem solving with programming)</i></p> <p>Principles of Computer Science: Part 10 <i>Topic 5 (Issues and impact)</i></p>
<b>Spring 2</b>	<p>BLOCK 4 Application of Computational Thinking: Part 4 <i>Topic 1 (Computational thinking), Topic 6 (Problem solving with programming)</i></p> <p>Principles of Computer Science: Part 4 <i>Topic 3 (Computers)</i></p>	Revision
<b>Summer 1</b>	<p>BLOCK 5 Application of Computational Thinking: Part 5 <i>Topic 1 (Computational thinking), Topic 6 (Problem solving with programming)</i></p> <p>Principles of Computer Science: Part 5 <i>Topic 3 (Computers), Topic 4 (Networks), Topic 5 (Issues and impact)</i></p>	Exam
<b>Summer 2</b>	<p>BLOCK 6 Application of Computational Thinking: Part 6 <i>Topic 1 (Computational thinking), Topic 6 (Problem solving with programming)</i></p> <p>Principles of Computer Science: Part 6 <i>Topic 2 (Data), Topic 4 (Networks)</i></p>	

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
<b>Autumn 1</b>	<p>R093: Media industry sectors and products (TA1)</p> <p>R093: How style, content and layout are linked to the purpose. Client requirements and how they are defined (TA2)</p> <p>R093: Audience demographics and segmentation (TA2)</p> <p>R093: Media codes used to convey meaning, create impact and/or engage audiences (TA2)</p> <p>R093: Work planning, and documents used to support ideas generation (TA3)</p> <p>R093: Documents used to design/plan media products (TA3)</p>	R094: NEA Assessment (working on)
<b>Autumn 2</b>	<p>R097: TA1 Introduction (with R093 key content embedded)</p> <p>R097: Features and conventions of animation and audio</p> <p>R097: Creativity in animation and audio</p> <p>R097: Resources required to create animation with audio</p> <p>R097: Pre-production and planning documentation and techniques for animation with audio</p> <p>R097: Techniques to obtain, create and manage assets</p> <p>R097: Techniques used to create animation with audio</p>	R094: NEA Assessment (Working on and submit for moderation)
<b>Spring 1</b>	R097: Techniques to save and export animation with audio	R093: Sources of research and types of research data (TA2)

	<p>R097: Techniques to test/check and review animation with audio</p> <p>R097: Improvements and further developments</p>	<p>R093: The legal issues that affect media (TA3)</p> <p>R093: Job roles in the media industry (TA1)</p>
<b>Spring 2</b>	<p>R097: NEA Assessment (Working on)</p> <p>R093: Distribution platforms and media to reach audiences (TA4)</p> <p>R093: Properties and formats of media files (TA4)</p> <p>R097: (submit for moderation)</p> <p>R094: Purpose, features, elements and design of visual identity</p> <p>R094: Graphic design concepts and conventions</p> <p>R094: Properties of digital graphics and use of assets</p>	Exam Skills
<b>Summer 1</b>	<p>R094: Techniques to plan visual identity and digital graphics</p> <p>R094: Tools and techniques to create visual identity and digital graphics</p> <p>R094: Technical skills to source, create and prepare assets for use within digital graphics</p>	Exam Skills
<b>Summer 2</b>	<p>R094: Techniques to save and export visual identity and digital graphics (with integrated R093 TA4 distribution considerations and file formats)</p>	

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

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

