



Year 10 WJEC Tech Award in ICT	Term 1	Term 2	Term 3
Unit(s) – As outlined in 39 week plans	 Introduction to WJEC ICT – This is a new course that we are running alongside Maltby and Sir Thomas Wharton. Image manipulation and assessment. Database skills and assessment. 	 Spreadsheet skills and assessment. Automated documents skills and assessment. 	 Unit 1 exam content: Hardware Software IT Services Data, information and knowledge Error checking
Key Retainable Knowledge & Skills	Understanding of the course. Key skills relating to image manipulation and databases.	Key skills relating to spreadsheets and how companies use the Office Suite.	Key knowledge for the exam in Y11 relating the above topics.
Key Technical Vocabulary	 Brief Apply Analyse Evaluate Interrogate Success criteria Justification Annotation Primary/secondary source Copyright Intellectual property Reference Primary key Data types Validation CSV Queries Reports Wildcard Parameter Macro 	 Merge Cells Form controls Navigation Conditional formatting Validation Formula/functions Formatting 	 Input/Output/Storage devices Ports System, application, utility and open source software Social networking E-commerce Artificial intelligence Cloud technology Data and information Protocols Topologies Internet/extranet/intranet





Opportunities for Reading	Online student support documents from WJEC can be found here https://www.wjec.co.uk/home/student-support/		
Developing Cultural Capital	This course is all about how IT is used in the workplace and at home. The scenarios are relevant to what the student experience now and will need to know when using computers in an employment situation.		
Cross Curricular Links (Authentic Connections)	Graphics & Media – Photoshop skills	Maths – Excel	Computer Science – Key components.
Key Assessment	The first two parts of the coursework, image manipulation and databases (20% of the course).	The second two parts of the coursework, spreadsheets and automated documents (20% of the course).	This is when we start preparing for the exam. This is one of

This is a new course that we are starting this year alongside Maltby and Sir Thomas Wharton. We are sharing resources and working on the same timescale.

The course is made up of 2 sections: Exam (40%) done online in Y11, 80 mins, 80 marks. Content includes hardware and software, data use and capture, risks and ethics, digital footprint. Coursework (60%) done in Y10 covers four parts, databases, spreadsheets, automated documents and images.







Year 10 OCR CS GCSE J277	Term 1	Term 2	Term 3
Unit(s) – As outlined in 39 week plans	 Boolean logic Units Data storage Number Characters Images Sound Compression Computational thinking Designing, creating and refining algorithms Programming fundamentals CPU architecture 	 CPU performance Data types Primary storage Secondary storage Embedded systems Additional programming techniques Operating systems Utility software 	 Networks and topologies Wired and wireless networks, protocols and layers Exam preparation Trial exams VEX IQ robotics
Key Retainable Knowledge & Skills	Basic Boolean phrases. Storage sizes. How different files are saved in binary. The right approach to take when programming. Key components of a CPU.	What affects the performance of a CPU? Categories of data. Different types of storage. Basic coding skills. Different devices and how they are programmed. How computers are connected and share resources.	Network connections. Possible dangers to a network. Robotics, team work.
Key Technical Vocabulary	 AND, OR, NOT, truth tables Bit, nibble, byte, kilobyte, megabyte, gigabyte, terabyte, petabyte Sequence, selection, iteration Binary, shifts, character set, metadata Abstraction, decomposition, algorithmic thinking Fetch-decode-execute ALU, CU, cache, registers, clock, cores Pseudocode, flowcharts, reference language, high-level programming languages, trace table Von Neumann (MAR, MDR, PC, ACU) 	 Clock speed, cache size. Integer, real, Boolean, character, string, casting. Primary, secondary, RAM, ROM. Optical, magnetic, solid state. Encryption, defragmentation, compression. The intricacies of operating systems. The types and purpose of utility software. 	 LAN, WAN, DNS, hosting, cloud. Ethernet, wi-fi, Bluetooth Recap of terminology since the start of the course.





Opportunities for Reading	Exam board and 'Craig 'n' Dave' documentation.	Exam board and 'Craig 'n' Dave' documentation.	Exam board and 'Craig 'n' Dave' documentation.
	https://www.bbc.co.uk/bitesize/examspecs/zmtchbk		BBC Bitesize, OCR Computer Science https://www.bbc.co.uk/bitesize/examspecs/zmtchbk
	Python tips https://www.csnewbs.com/python	Python tips https://www.csnewbs.com/python	Python tips https://www.csnewbs.com/python
Developing Cultural Capital	 Understanding how everyday computer systems work and the coding that goes on behind them. An appreciation of how documentation is saved and compressed so it's suitable for sharing with others. An appreciation as to the damage poor disposal of electronics do to the world. A greater knowledge of how the computers across the world are connected and information is shared. An understanding of legislation that must be followed and possible implications of breaking these. 		
Cross Curricular Links (Authentic Connections)	 Maths – Mathematical approach to coding and the way in which computers work Science – How computers are built and operate PSE – Legislation and Health and Safety English – A detailed, well written analysis of their NEA product is required. 		
Key Assessment	Data storage	CPU performance.	Network topologies.
Assessment	Designing, creating and refining algorithms	Storage and systems software.	Trial exam.

Course is made up of 3 components

- J277/01: Computer systems
 - o 90 minute exam
 - o 80 marks
 - o 50% of total GCSE
- J277/02: Computational thinking, algorithms and programming
 - o 90 minute exam
 - o 80 marks
 - o 50% of total GCSE
- Practical programming The opportunity to undertake a programming task must be given over the course of the course. This isn't assessed though.





Year 11 OCR CS GCSE J277	Term 1	Term 2	Term 3
Unit(s) – As outlined in 39 week plans	 Threats to computer systems and networks Vulnerabilities Defensive design Testing Searching and sorting algorithms Languages IDE Exam preparation Ethical, legal, cultural and environmental impact 	 Paper 1 revision Paper 2 revision Trial exam x 2 	Exam preparation and external exams
Key Retainable Knowledge & Skills	DDOS SQL injection The impacts of digital technology on wider society. Understanding issues a programmer must consider. Types of testing and the reasons for each. The differences between languages and how we convert from one to another. Knowledge of the tools that an IDE provides. Legislation relevant to Computer Science.	Knowledge of how to read and write searching and sorting algorithms. A greater understanding of programming.	Recall from content covered over the past two years.
Key Technical Vocabulary	 Authentication Iterative testing Terminal testing Normal/boundary/erroneous Editors Diagnostics Run-time environment Translators Malware, social engineering, brute-force, DDOS, SQL injection 	 Binary search Linear search Bubble sort Merge sort Insertion sort 	Recall from content covered over the past two years.





 Interface, management Ethical, legal, cultural, environmental & privacy issues 		
<u> </u>	Exam board and 'Craig 'n' Dave' documentation.	Exam board and 'Craig 'n' Dave' documentation.
BBC Bitesize, OCR Computer Science https://www.bbc.co.uk/bitesize/examspecs/zmtchb https://www.bbc.co.uk/bitesize/examspecs/zmtchb	BBC Bitesize, OCR Computer Science https://www.bbc.co.uk/bitesize/examspecs/zmtchbk	BBC Bitesize, OCR Computer Science https://www.bbc.co.uk/bitesize/examspecs/zmt
Python tips https://www.csnewbs.com/python	Python tips https://www.csnewbs.com/python	Python tips https://www.csnewbs.com/python
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Vulnerabilities and OS.	Trial exam.	External exams
	 Ethical, legal, cultural, environmental & privacy issues Exam board and 'Craig 'n' Dave' documentation. BBC Bitesize, OCR Computer Science https://www.bbc.co.uk/bitesize/examspecs/zmtchbk Python tips https://www.csnewbs.com/python Understanding how everyday computer syste An appreciation of how documentation is save An appreciation as to the damage poor dispose A greater knowledge of how the computers are An understanding of legislation that must be Maths – Mathematical approach to coding a Science – How computers are built and operations PSE – Legislation and Health and Safety English – A detailed, well written analysis of the private of	Ethical, legal, cultural, environmental & privacy issues Exam board and 'Craig 'n' Dave' documentation. BBC Bitesize, OCR Computer Science https://www.bbc.co.uk/bitesize/examspecs/zmtchbk Python tips https://www.csnewbs.com/python Understanding how everyday computer systems work and the coding that goes on behind them. An appreciation of how documentation is saved and compressed so it's suitable for sharing with othe An appreciation as to the damage poor disposal of electronics do to the world. A greater knowledge of how the computers across the world are connected and information is share An understanding of legislation that must be followed and possible implications of breaking these. Maths – Mathematical approach to coding and the way in which computers work Science – How computers are built and operate PSE – Legislation and Health and Safety English – A detailed, well written analysis of their NEA product is required.





Year 11 Pearson BTEC in Creative Media Production	Term 1	Term 2	Term 3
Unit(s) – As outlined in 39 week plans	 Finalisation of Component 1. Component 2 – Learning aim A, B & C 	 Understanding the brief Preparation for Component 3 Component 3 trial Start of Component 3 controlled assessment 	Component 3 – Controlled Assessment
Key Retainable Knowledge & Skills	Skills to edit and manipulate material to produce quality products. Understand the different tools that can be used to generate the finished product. Ability to export material and identify best approach dependant on what the final product will be used for. Reflective practice through the refinement of their own media products that allows them to respond to feedback and identify areas for improvement. This is a skills based unit that sets them up for the controlled assessment.	Knowing industry standards and norms for published material. The development and application of skills to produce publication material using Photoshop. Reflective practice through the refinement of their own media products that allows them to respond to feedback and identify areas for improvement.	Component 3 is an accumulation of skills learned in Component 1 and 2 but done over controlled assessed conditions in class over nine hours.
Key Technical Vocabulary	 Thumbnails Sketches Page layouts Design comps (comprehensive layout) Page mock-ups Balance White space Proximity Alignment Contrast Exporting Exporting Compression 	 Mood boards House style Thumbnails Sketches Cropping Scaling, Resizing images Image manipulation Drop capital Quotes Columns Typography Paragraph 	Controlled assessment





		Text wrap	
Opportunities for Reading	BBC Bitesize – Media section https://www.bbc.co.uk/bitesize/subjects/ztnygk7		BBC Bitesize – Media section https://www.bbc.co.uk/bitesize/subjects/ztnygk7
Developing Cultural Capital	They will further develop an understanding of thoughts and techniques utilised when producing media products that may be encountered on a daily basis. This understanding will identify the concept of a 'target audience' and why it's important to meet the needs of this group when promoting a product. They will look at different groups of people and gain a better understanding of the society in which we live.		
Cross Curricular Links (Authentic Connections)	English – Clear links with English when reviewing published material and creating own products.		English – Clear links with English when reviewing published material and creating own products.
Key Assessment	Component 2– Learning aim A, B & C	Pre-production work Time assessed trial	Component 3 – Externally assessed unit.

Course is made up of 3 components

- 2 internal projects (2 x 36 GLH and also 2 x 36 possible marks, 60%)
 - o Component 1 Exploring Media Products
 - o Component 2 Developing Digital Media Production Skills
- 1 external timed task (48 GLH and also 48 possible marks, 40%)
 - o Component 3 Create a Media Product in Response to a Brief

Final grade awarded between L1 P and L2 D* on a points basis from all three components.

L1P = 1.25, L1M = 2, L1D = 3, L2P = 4, L2M = 5.5, L2D = 7, L2D* = 8.5