



ICT

Approach/Learning Styles

Lower school is taught in ICT suites and makes extensive use of e-mail facilities to set and track homework.

Programming projects rely heavily on peer learning with more able pupils helping less and group work is used when creating project ideas.

Computer Science is taught in a classroom when looking at theory and an IT room when tackling practical projects.

Raspberry Pi's are also used when looking at open source operating systems.

Overview of Content at KS3

Year 7

E-Safety. Programming with Scratch. Basic web Design. Control with Flowol. Multimedia project. Spreadsheet modelling.

Year 8

Programming with Build Your Own Blocks. Basic text programming with Python. Data encryption Impact of ICT on society. Graphic design with Google Sketchup. Visual programming with Kodu.

Year 9

Advanced text based programming with Python. Game making with Game Maker. Advanced web design. Networks. Advanced graphic design. Introduction to GCSE Pod.

Option Choices at KS4

(Brief overview including exam board, controlled assessment, exams etc.)

OCR GCSE Computer Science.

Made up of three separate units.

Unit 1: Computer systems and programming. 1 hour 30 minute exam making up 40% of the qualification.

Unit 2: Practical Investigation. Investigative task. Exam board set with a choice of research tasks. Makes up 30% of the qualification.

Unit 3: Programming project. Controlled assessment. Design, develop and test a solution to a problem within the OCR-set scenario. Makes up 30% of the qualification.