ICT and Business

ICT and Computing

The study of ICT and Computing is hugely important in an area of industry that is ever changing and expanding. Through ICT and computing students will learn how to solve problems when things go wrong, how to think logically and critically, and to recognise the impact that technology has on the world around us.

At KS3 ICT is part of the creative rotation that students complete over the course of years 7-9.

During KS3 students study units based on Digital Literacy, Computing and Information Technology, building on knowledge that has been learnt in primary school and are introduced a range of new skills. Students will develop knowledge and understanding of website development, games development, spreadsheets, graphics and animation, use of the internet, the fundamentals of computing, and a range of office applications. Students will be introduced to programming languages to create simple programs.

At Key Stage 4 students have the option to study BTEC Technical Award in Digital Information Technology as an IT qualification and Cambridge Nationals Enterprise and Marketing as a Business Qualification.

IT

Pearson BTEC Level 1/Level 2 Tech Award in Digital Information Technology

Examination Board   Pearson

Course Content
The Award gives learners the opportunity to develop sector-specific knowledge and skills in a practical learning environment. The main focus is on four areas of equal importance, which cover the:

- Development of key skills that prove your aptitude in digital information technology, such as project planning, designing and creating user interfaces, creating dashboards to present and interpret data
- Process that underpins effective ways of working in digital information technology, such as project planning, the iterative design process, cyber security, virtual teams, legal and ethical codes of conduct
- Attitudes that are considered most important in digital information technology, including personal management and communication
- Knowledge that underpins effective use of skills, process and attitudes in the sector such as how different user interfaces meet user needs, how organisations collect and use data to make decisions, virtual workplaces, cyber security and legal and ethical issues.

All components are interrelated and have input into the final examination.

Component 1: Exploring User Interface Design Principles and Project Planning Techniques   30%

Controlled conditions assignment completed in the classroom. Learners will develop their understanding of what makes an effective user interface and how to effectively manage a project. They will use this understanding to plan, design and create a user interface.

Component 2: Collecting, Presenting and Interpreting Data   30%

Controlled conditions assignment completed in the classroom. Learners will understand the characteristics of data and information and how they help organisations in decision making. They will use data manipulation methods to create a dashboard to present and draw conclusions from information.

Component 3: Effective Digital Working Practices   40%

Written exam unit. This component builds on knowledge gained in Component 1 and 2. Learners will explore how organisations use digital systems and the wider implications associated with their use.

Style of learning
A variety of teaching methods are used throughout the course, to ensure that all students take an active part in lessons. As well as formal teaching, we use video clips to look at applications of IT and students will be able to use IT within the lesson to complete tasks and mirror real world scenarios.

Business Studies

LEVEL 1/2 CAMBRIDGE NATIONALS IN ENTERPRISE AND MARKETING – VOCATIONAL

Examination Board   OCR

Course Content
This qualification has been designed to provide an engaging and stimulating introduction to the world of business. This course will encourage personal development of knowledge and skills relevant to the business world through practical participation in a range of vocational business activities. It will encourage learners to develop their people, communication, planning and team working skills.

There are three core units that students will study that cover the essential knowledge and skills required in the business sector. Learners will have the opportunity to develop the key enterprise and financial skills and knowledge necessary to enable them to understand how businesses recognise opportunities, and build on them to succeed. Learners will understand how a business makes and manages its money, and plan for the future.

Assessment
This course is assessed through a mixture of an external examination and coursework that students will complete during lessons and for homework.

RO64 enterprise and marketing concepts: 50% Written Exam
This unit will cover the key business concepts. assessed externally by an examination that students will sit in year 10.

RO65 design a business proposal: 25% Coursework
Students will have to carry out research and put together a business plan for a particular business, stated by the exam board. This is a coursework unit that is marked internally and externally assessed.

RO66 market and pitch a business proposal: 25% Coursework
Students will have to decide on a marketing strategy for their business and present their business proposal to a panel of people. This is a coursework unit that is marked internally and externally assessed.

Students will be able to achieve a grade of level 2 distinction*, level 2 distinction, level 2 merit, level 2 pass, level 1 distinction, level 1 merit or level 1 pass or fail.

Style of learning
A variety of teaching methods are used throughout the course, to ensure that all students take an active part in lessons. As well as formal teaching, we use video clips to look at real world businesses. Students will undertake their own research to complete projects.