

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 Key Stage 3 student will study the following topics:

Year 7	Year 8	Year 9
Using the computer systems Inside the computer Office Skills Programming skills	Working with Binary Using Spreadsheets Creating a business plan	Cyber Security App design Business solutions Graphics project

At Key Stage 4 students have the option to study **IT: Cambridge Nationals Creative Media**

Digital Media is a key part of many areas of our everyday lives and vital to the UK economy. Production of digital media products is a requirement of almost every business, so there is huge demand for a skilled and digitally-literate workforce. This qualification will help students develop specific and transferable skills such as research, planning and review, working with others and communicating creative concepts. The qualification's hands-on approach has strong relevance to the way young people use the technology required in creative media.

Course Outline

The course is made up of 4 units. 2 mandatory units of R081 pre-production and R082 creating digital graphics underpin the qualification and reflect key industry skills and 2 optional units, which are chosen to suit the needs of the students completing the course.

This course is an equivalent GCSE and is assessed using grades Level 1 Pass to Level 2 Distinction * (9-1 equivalency)

Unit	Assessment Type	Weighting (100%)
R801 – pre production	Compulsory External Exam – 1hr 15min	25%
R082 – creating digital graphics	Compulsory – internal assessed / externally moderated coursework	25%
2 further Options units from the list below		
R083: Creating 2D and 3D digital characters R084: Storytelling with a comic strip R085: Creating a multipage website R086: Creating a digital animation R087: Creating interactive multimedia R088: Creating a digital sound R091: Designing a game concept R092: Developing digital games	Internal assessed / externally moderated coursework	25% x 2 = 50%

Core unit information:

Unit R081: Pre-production skills Exam 25%

This first unit underpins the other learning in this qualification. Students will learn about how to plan preproduction effectively, including understanding of client requirements and reviewing pre-production briefs. They will use this knowledge in the optional units when they develop their own media products. This unit also provides excellent transferable skills such as project planning, which will be useful in a wide variety of contexts.

Unit R082: Creating digital graphics Coursework 25%

Digital graphics are a key part of most digital products and this mandatory unit will help support the other optional units in the suite. Students will learn the basics of digital graphics editing for the creative and digital media sector, considering client requirements that they learnt about in R081.

Option Unit information: Coursework 2x 25%

- R083: Creating 2D and 3D digital characters - Students develop their understanding of the basics of character modelling, both 2D and 3D, for the digital media sector, including the software used to create them, and they plan and create a digital character against a specific brief.
- R084: Storytelling with a comic strip - Students explore different genres of comic strip and how they are created. They plan and create a comic strip to specific requirements, and review the final comic against a specific brief.
- R085: Creating a multipage website - Students explore the different properties, purposes and features of multipage websites. They demonstrate their creativity by combining components to create a functional, intuitive and visually pleasing website.
- R086: Creating a digital animation - Students are introduced to the basics of digital animation for the creative and digital media sector. They follow a client brief to plan and create a digital animation using appropriate animation, and then review the final product.
- R087: Creating interactive multimedia products - Students develop their knowledge and understanding of about where and why different interactive multimedia products are used and what features are needed for a given purpose. They learn how to interpret a client brief, and how to use time frames, deadlines and preparation techniques as part of the planning and creation process.
- R088: Creating a digital sound sequence - Students discover where digital sound sequences are used in the media industry and how these technologies are developed to reach an identified target audience as they plan, create and edit a digital sound sequence and review it against a specific brief. R089: Creating a digital video sequence - Students discover where digital video sequences are used in the media industry and how these technologies are developed to reach an identified target audience as they plan, create and edit a digital video sequence and review it against a specific brief. R090: Digital photography - Students explore different types of digital photography, photographic equipment, features and settings. They plan and execute a photo shoot according to a specific brief and present a final portfolio.
- R091: Designing a game concept - Students learn the basics of planning and designing digital games for the creative digital media sector. They investigate the capabilities and limitations of different platforms, and identify core features of digital games as they create a games design concept proposal for presentation to a client for critical review.
- R092: Developing digital games - Students create and test a playable game from an existing design or brief to develop their knowledge and understanding of different types of digital games creation software, hardware and peripherals.

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.