

Key Stage 3	
Computing	<p>We offer the new Computing learning area of the National Curriculum. We will follow a two-year Key Stage 3 program with students receiving computing lessons in both year 7 & 8. They will have these Computing lessons in MAC Computer suites. The new Computing curriculum has 7 strands of equal weight and they are taught on a term-by-term basis:</p> <p>Algorithms – putting instructions together to perform a task Programming and development – learning to program using Scratch, HTML and Python Data and data representation – understanding how data is represented inside a computer using binary numbers Hardware and processing – learning about what is under the hood of a modern computer Information technology & e-safety – learning how to use technology safely and responsibly.</p>
Key Stage 4	
OCR Computing	<p>The students can study the OCR GCSE in Computing course using the Python computer language and equivalent to 1 GCSE. It is challenging and offers great reward for students with a curious disposition. Students have 3 lessons per week in dedicated IT suites and in this specification, the students have to complete the following:</p> <ul style="list-style-type: none"> • Exam (40% of the total grade) based on hardware, software, algorithms, networking, databases, data representation and calculations which is taken in year 11. • Investigation (30% of the total grade), done as a controlled assessment covering an emerging technology such as mobile or web. • Programming project (30% of the total grade), also done as a controlled assessment covering several programming tasks that have to be completed using Python.
BTEC Creative Media	<p>BTEC Firsts in Creative Digital Media Production is equivalent to 1 GCSE and provides a practical, real-world approach to learning and develop specific knowledge and skills learners need to work successfully in the industry, such as:</p> <ol style="list-style-type: none"> 1. Understanding about the digital media sector and its many products, production processes, platforms and devices available 2. Knowing how media products are consumed and how to interact with audiences for creative digital media products 3. Researching, planning and presenting ideas for a new digital media product in response to a client brief, using a range of communication methods such as discussion groups, written proposal and mood-boards
Key Stage 5	
BTEC Level 3 National in Information Technology	<p>The BTEC Subsidiary Diploma in ICT which is equivalent of 1 A level. The course has been specifically designed for students who have a technical interest in computers and/or wish to work in the IT industry. Students will perform research and learn about how IT fits in with industry. This course aims to give students a good background to the inner workings of a computer.</p> <p>Students will learn about key components of a computer and will learn to install the components for themselves. They will set up a computer, install applications, configure the computer and change settings as well as performing other</p>

	<p>maintenance tasks. E.g. disk defragmentation. They will also study digital graphics, animation techniques and produce a range of IT projects.</p> <p>The units studied will prepare the students for university-level studies and equip them with the IT skills they need to compete in today's job market.</p>
<p>BTEC Level 3 National in Creative Media Production</p>	<p>The Subsidiary Diploma in Creative Media Production is equivalent of 1 A level. Successful The BTEC course has been specifically designed for students who have a technical interest in Media production and/or wish to work in the Media industry. This course is designed to acknowledge that there is an increasing interrelationship between media forms in television, radio, computer gaming, and the Internet. In addition, this course also recognises that students wish to investigate a range of media before committing themselves to a specialist area.</p> <p>Students will have the benefit of camera equipment as well as access to Mac computers and specialist software. As they experiment with a range of media, students will also develop the underpinning skills in effective communication, research, analysis and organisation through seminar sessions linked to the practical projects. They will plan and produce their own short films, TV advertisements and a range of other projects relating to the media industry.</p> <p>The units studied will prepare the students for university-level studies and equip them with the media skills they need to compete in today's job market.</p>