



### Introduction

#### Computer Science

GCSE Computer Science is engaging and practical, encouraging creativity and problem solving. It encourages students to develop their understanding and application of the core concepts in computer science. Students also analyse problems in computational terms and devise creative solutions by designing, writing, testing and evaluating programs.

Students are taught examination theory in a mixture of styles and will work both independently and collaboratively. Study is supported by textbooks, revision guides and online resources.

#### Creative Media Production

The Award gives learners the opportunity to develop sector-specific knowledge and skills in a practical learning environment.

On this course, students will:

- Investigate different media products, such as audio/moving image, publishing and interactive design, considering their style, design, audience, and context.
- Explore creative media production processes and practices by generating ideas, and planning production and post-production processes.
- Develop digital media production skills and techniques.

This course complements the learning in GCSE qualifications, such as Design and Technology, Art and Design, and Computer Science, by broadening the application of 'design and make' tasks, working with a media brief, and understanding and engaging different audiences through making compelling media products.

### Topics covered in each year group

#### Year 7

U1 Using comps safely, effectively and responsibly  
U2 Understanding Computers  
U3 Systems Control with Flowol  
U4 Software Development with Scratch  
U5 Computer Crime and Cyber Security

#### Year 8

Unit 1 Using Office365  
U2 Networks & the Internet  
U3 Software Dev with Python  
U4 Web Development with HTML & CSS  
U5 Graphics editing with Fireworks  
U6 Spreadsheets modelling with Excel  
U7 Sound editing with Audacity

## **Year 9**

U1 Graphics/Systems Architecture  
U2 Animation/Networks  
U3 Web/Ethics  
U4 Sound/Video/Cyber Security  
U5 Purpose/Audience/App Development

## **Year 10 Creative Media Production**

U5 Web Development  
U6 Publishing  
Component 1: A1  
Component 1: B1  
Component 1: B2  
Component 2: A  
Component 2: B

## **Year 10 Computer Science J277**

U 2.6 Data Representation  
U 1.1-1.3 Systems Architecture  
U 1.4-1.5 Networks  
U 1.6-1.7 Systems Software and Security  
U 1.8 Ethical and Cultural Issues  
U 2.1 Algorithms  
U 2.3-2.5 Logic and Languages

## **Year 11 Creative Media Production**

Component 2: B  
Component 3

## **Year 11 Computer Science J276**

U 1.1-1.3 Systems Architecture  
U 1.4-1.5 Networks  
U 1.6-1.7 Systems Software and Security  
U 1.8 Ethical and Cultural Issues  
U 2.1 Algorithms  
U 2.3-2.5 Logic and Languages  
U 2.6 Data Representation

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