



St. Joseph's Catholic High School

Curriculum plan for Computer Science	September 2021
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<p>Introduction</p> <p>Computer Science</p> <p>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.</p> <p>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.</p> <p>Creative Media Production</p> <p>The Award gives learners the opportunity to develop sector-specific knowledge and skills in a practical learning environment.</p> <p>On this course, students will:</p> <ul style="list-style-type: none">• 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. <p>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.</p>
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Topics covered in each year group

Year 7
U1 Using comps safely, effectively and responsibly U2 Understanding Computers U3 Software Development with Scratch U4 Computer Crime and Cyber Security U5 Spreadsheet Modelling with Excel

Year 8
Unit 1 Using Office365 U2 Networks & the Internet U3 Software Dev with Python U4 Graphics Editing with Fireworks U5 Spreadsheet Modelling with Excel

Year 9
<i>ICT/CompSci Projects</i>
U1 Graphics/Systems Architecture

U2 Animation/Networks
U3 Web Dev/Ethics
U4 Interactive Media Product/Cyber Security
U5 Spreadsheet Modelling with Excel

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 1.2.3-1.2.5 Systems Architecture
U 1.3.1-1.3.2 Networks
U 1.4.1-1.5.2 Systems Software and Security
U 1.6.1 Ethical and Cultural Issues
U 2.1 Algorithms

Year 11 Creative Media Production

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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