Marshalls Park Academy - Curriculum Overview

Subject: Computing and ICT   Year Group: 9

A combination of GCSE Computer Science 9-1 and Creative iMedia. Both engaging and practical, encouraging creativity and problem solving. It encourages students to develop their understanding and application of the core concepts in Computer Science and ICT.
Students develop programming skills using programming languages such as Python. Students also learn about computing concepts such as Data Representation (Binary, hexadecimal number systems), computer networks, systems architecture and algorithms. Creative iMedia focuses on more creative medial related design and development.

TERM 1	TERM 2	TERM 3
HTML • Preparing website for project portfolio Spreadsheets • Project planning Word Processing Software • SDLC report writing Presentation Software • Presenting report	Programming • Introduction and fundamentals of programming Project Programming • Building program towards client brief for portfolio	Graphics • Creating brand identity for company (Logo and marketing material) Review • Populating and uploading to website created in term 1, preparing to present findings and report
KEY ASSESSMENTS HALF TERM 1 End of unit test (Portfolio website template and Gantt chart planning HALF TERM 2 End of unit test (SDLC report and Presentation on findings)	KEY ASSESSMENTS HALF TERM 3 End of unit test (Python Programming) HALF TERM 2 End of unit test (Project programming task)	KEY ASSESSMENTS HALF TERM 5 End of unit test (Brand identity logo and marketing material) HALF TERM 6 End of unit test (Final report, web portfolio)

Extended reading suggestions and links to external resources:

Computer Science J277 - https://www.ocr.org.uk/qualifications/gcse/computer-science-j277-from-2020/
*iMedia - https://www.ocr.org.uk/qualifications/cambridge-nationals/creative-imedia-level-1-2-j834/