Ready for the future

Completing either Computer Science of Creative iMedia opens up huge job prospects. Both courses show course leaders and potential employers you have functional IT skills & problem solving skills - essential to every workplace

Creative iMedia

Using IT software to meet real world work scenarios such as: Producing digital graphics Producing a radio advertisement Creating a multimedia website

Year 9

Understanding network topologies & protocols Understanding the impact of cyber-attacks and what possible ways they could be prevented **Exploring advanced** techniques in text-based programming language,

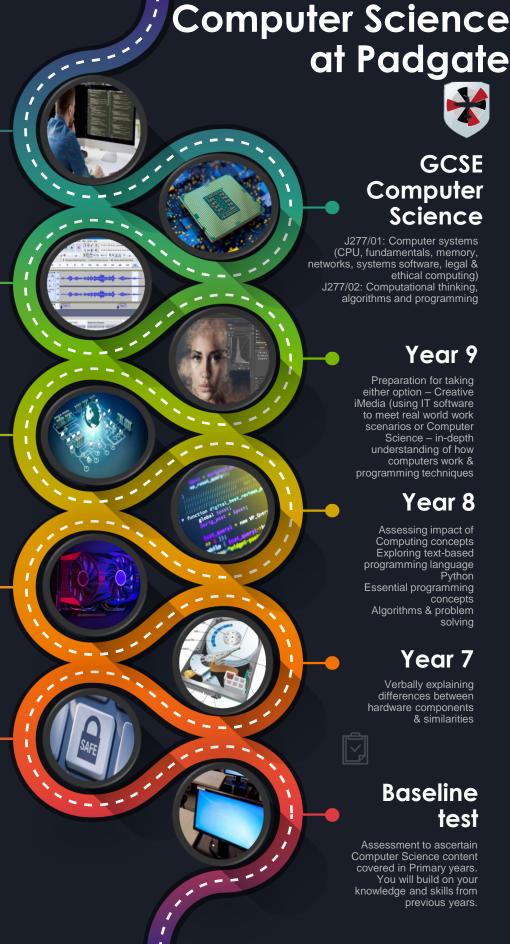
Year 8

Identifying the needs of target audiences Applying real-world scenarios to produce professional quality digital graphics & audio advertisement Verbally explaining differences between hardware components & similarities

Year 7

Importance of E-Safety Understanding variables & algorithms Using text & block based programming languages & terminology

Year 7-11 Learning journey



GCSE Computer Science

J277/01: Computer systems (CPU, fundamentals, memory, networks, systems software, legal & ethical computing) J277/02: Computational thinking, algorithms and programming

Year 9

Preparation for taking either option - Creative iMedia (using IT software to meet real world work scenarios or Computer Science - in-depth understanding of how computers work & programming techniques

Year 8

Assessing impact of Computing concepts Exploring text-based programming language **Python** Essential programming concepts Algorithms & problem solving

Year 7

Verbally explaining differences between hardware components & similarities

Baseline

Assessment to ascertain Computer Science content covered in Primary years. You will build on your knowledge and skills from previous years.