



Intent

Computer Studies aims to equip students with the skills to participate in a rapidly-changing world through challenging and engaging topics. Students will develop an understanding and application in the fundamental principles of computer science and digital technologies by having the opportunity to write programs and produce professional digital products. Computing skills are a major factor in enabling children to be confident, creative and independent learners and it is our intention that children have every opportunity available to allow them to achieve this.

	Year 7	Year 8	Year 9	Year 10	Year 11	Year 12	Year 13	
Implementation	Knowledge	Digital Literacy Digital Safety Audacity Spreadsheets Animation	Computer Crime HTML & Web Design Basic Programming Creative Project App Design	Understanding Computers Audio-Visual Python Networks Enterprise	Creative iMedia Visual Identity Game Design Computer Science Computer Architecture Computer Components Networks Operating Systems User Interfaces	Creative iMedia Creative iMedia in the Media Industry Computer Science Algorithms Data Types Variables Program Structures Errors Defensive Design	Digital Media Practical Skills incl. Photoshop & video editing Industry knowledge; production processes, technology, marketing, synergy, audiences & data IT Fundamentals of IT Global Information Project Management	Digital Media Journalism, Advertising and Creating an Advertising Campaign. IT Cyber Security Internet of Everything
	Recurring skills/themes	Correct use of computing terminology Computer Hardware Networks Units of data Reviewing and Designing Creating of a product for an intended purpose Evaluation			Creative iMedia Graphic Design Game Design Computer Science Computer Hardware Networks Units of data Programming Structures Cyber Security		Computer Hardware Correct use of information Creating and developing a product Cyber Security	
	Personal Development	How to interact correctly online Courage to attempt new skills Coding Club Computing Laws and Ethics Digital Divide			Computing Laws and Ethics Digital Divide		Computing Laws and Ethics Digital Divide	
	Assessment	Assessments at the end of each half project. Assessments are a combination of multiple choice to assess recall and extended writing questions, some of these will be completed online. Some assessments are practical to assess the skills the students have developed.			Coursework units are assessed using the given assessment sheets from the exam board and take place every three lessons. Theory units are assessed using a three lesson cycle to track progress and ensure constant revisions.		Coursework units are assessed using the given assessment sheets from the exam board and take place every three lessons. Theory units are assessed using the three lesson cycle to track progress and ensure constant revisions.	
Impact	Students have a breadth of knowledge across all areas of Computer Studies which prepares them for the topics covered in both GCSE courses. Students will develop a love of learning for the subject which encourages them to continue the subject at GCSE level. Their development is visible by the percentage progress between assessments, tracking of grades over time and improvements in work (DIRT).			Computer Science will allow students the opportunity to understand how computers work and how to write their own computer program. Creative iMedia allows student to explore the more creative side of digital technologies and student will gain an understanding of graphics and animation.		Studying this course will students an insight into how to effectively manage IT projects and ensure their implementation. Students will also understand the risks of cyber security, the different types of attacks and how to avoid these attacks. Students will also have the knowledge of how information is used and kept secure within an organisation.		