Finham Park School Computing & iMedia

Learning Journey

Unit 1 and Unit 2 A Level exams

Spec points are revisited in Year 13 covering A level content

NEA Submission

1.4.3 c, d, e

1.4.1 i

1.3.4 b, c, d

1.3.2 e, f

1.2.4 d, e

1.2.2 e, f

1.1.2 b, c

2.3.1 c, d e, f

2.2.1 e, f

Y13

1.5.2 Moral and ethical Issues

1.5.1 Computing related legislation

1.4.3 Boolean Algebra

1.4.2 Data Structures

1.4.1 Data Types

2.3.1 Algorithms

2.2.2 Computational methods

1.3.4 Web Technologies

1.3.3 Networks

1.3.2 Databases

2.2.1 Programming techniques

1.3.1 Compression, Encryption and hashing

1.2.4 Types of Programming Language

2.1.5 Thinking concurrently

1.2.3 Software development

1.2.2 Applications Generation

Unit 3 NEA
Set in summer term Year 12
Completed alongside units 1 & 2
Submitted Easter Year 13

UNIT 1 Computer Systems
UNIT 2 Programming and Algorithms
UNIT 3 Programming Project (NEA)

Y12

2.1.1 Thinking abstractly

2.1.2 Thinking ahead

2.1.3Thinking procedurally

2.1.4 Thinking logically

1.1.1 Structure & function of the processor

1.1.2 Types of processor

1.1.3 Input output & Storage

1.2.1 System software

A Level Computer Science offers a natural opportunity for students who have studied the subject at GCSE to develop their knowledge and understanding further. In addition it provides an excellent means of progression on to Computer Science related higher education courses, careers and apprenticeships.

RO93 final exam

Y11

RO93 PT3 Legal and ethical issues

RO93 PT2 Pre Production Planning

RO93 PT1 Media Products. Job roles and audiences

RO93 Creative iMedia in the Media industry

RO94 Controlled Assessment

iMedia coursework complete

RO94 Visual Identity Skill build & practice brief

RO97 Controlled Assessment

RO97 MULTIMEDIA Skill build & practice brief

RO97 MULTIMEDIA PRODUCTS
RO94 VISUAL IDENTITY
RO93 CREATIVE IMEDIA in the MEDIA INDUSTRY

Cambridge Nationals are vocationally related qualifications that take an engaging, practical and inspiring approach to learning and assessment.

They're industry relevant, geared to key sector requirements and very popular with schools and colleges because they suit such a broad range of learning styles and abilities.

Unit 1 and Unit 2 GCSE exams

Y11

2.5 Programming languages and IDE's

2.4 Boolean Logic

2.3 Producing robust programs

2.1 Algorithms

1.6 Ethical, legal, cultural imapcts of digital technology

1.5 Systems software

1.4 Network Security

1.3 Computer networks, connections and protocols

1.2 Memory and Storage

1.1 Systems architecture

2.2 Programming fundamentals

2.2 (Programming fundamentals) is taught consistently throughout the course and integrated into other topics where possible

UNIT 1 Computer Systems
UNIT 2 Computational thinking, algorithms and programming

GCSE Computer Science offers a natural opportunity for students to build on their learning from Key Stage 3 Computing and further develop their knowledge and understanding of this important and exciting subject.

In addition it provides an excellent means of progression on to A Level Computer Science and Level 3 (advanced) Apprenticeships

Y10

Programming in Python: 2: Subroutines

Digital Sound

Boolean Logic

Common computing algorithms 2: Sorting

Cybersecurity

The first two Y9 topics are planned to support the options process since they reflect subject content in the Cambridge iMedia and GCSE Computing courses

Y9

Visual identity and digital graphics

Spreadsheet Modelling 2

Common computing algorithms 1: Search algorithms

Programming in Python

Data representation (binary)

How computers work

Creating graphics

Y8

Networks and the internet

COMBINED PROJECT PT 4 Data logging

COMBINED PROJECT PT 3 Spreadsheet modelling

COMBINED PROJECT PT 2 Micro:bit programming

COMBINED PROJECT PT 1 Computational Thinkinkg

E-Safety

Digital Literacy

Y7