

Welcome to Business, Computer Science, IT and Media!

Vision

To develop enterprising individuals who will have computer based skills needed to prepare them for a successful working life. Through a variety of subjects and teaching pedagogy, students will be encouraged to be creative, responsible and independent explorers; unlocking their potential by raising aspirations and developing a strong sense of values.

KS3 Summary/Topics

ICT at Key Stage 3 has recently been completely redesigned and follows the new Computing curriculum pathway. This includes ICT, Computing and Digital Literacy. Through IT we also share lessons with the Modern Foreign Languages department where we have a cross-curriculum. The topics that are planned and delivered link into what the pupils also achieve in MFL. Years 7 and 8 have 1 hour every two weeks and year 9, 1 hour per week.

This years topics for 2019-2020 are:

Year 7:

- E-Safety
- Research Techniques
- Databases
- Web Design
- Spreadsheets
- Computer Systems

Year 8:

- E-Safety
- Interactive Multimedia Design
- Microsoft Tools
- Databases
- Computational Thinking

Year 9:

- E-Safety
- Computer Features
- Computational Thinking
- Databases
- Enterprise and Business
- Programming: Python

KS4 Summary/Topics/Exam information

NCFE Lv2 Tech Award Interactive Media

At GCSE we offer **NCFE Lv2 Interactive Media** which is a tech-certificate – however is still a worthy GCSE. This is a 100% coursework based qualification, with 4 units of coursework and 1 controlled assessment. This is an exciting qualification which allows the pupils to express their creative and interactive side.

Within the qualification the pupils will be employees for Thomas Cook, where they will have to design, plan and create an interactive multimedia PowerPoint to be shared within Thomas Cook stores. The pupils have to opportunity to research different holiday destinations, then make the final decision of which destination they will complete their PowerPoint on. Throughout the course pupils will learn how to:

- Edit and manipulate images
- Design and create videos with special effects and sound
- Create exciting animations
- Skills and qualities of using PowerPoint.

The specification for this course is available at: <https://www.qualhub.co.uk/media/7258/ncfe-l2-t-a-interactive-media-603-0852-7-qual-spec-issue-6.pdf>

Business Studies is an optional subject that can be chosen by students in KS4 and KS5.

BTEC Level 2: Enterprise

The Award gives learners the opportunity to develop sector-specific knowledge and skills in a practical learning environment. The main focus is on the knowledge, understanding and skills required to research, setup, run, review and monitor an enterprise which includes:

- Development of key skills that prove learners' aptitude in planning and carrying out an enterprise activity including market research, planning, carrying out financial transactions, communication and problem solving
- Knowledge that underpins effective use of skills, such as the features and characteristics of enterprises and entrepreneurs and the internal and external factors that can affect the performance of an enterprise
- Attitudes and ways of working that are considered most important for enterprise, including communicating and interacting with customers, monitoring and reflecting on performance of enterprise and own use of skills.

It requires learners to apply their knowledge in practical ways, through activities that will enable them to develop their ideas, for example researching an idea for a small enterprise.

Unit 1: Exploring Enterprise

Unit 2: Planning for and Running an Enterprise

Components 1 and 2 are assessed through internal assessment. Internal assessment for these components have been designed to relate to achievement of application of the conceptual underpinning for the sector through realistic tasks and activities. This style of assessment promotes deep learning through ensuring the connection between knowledge and practice.

The components focus on:

- The development of core knowledge and understanding including the range of enterprises and the key features and factors that contribute to an enterprise's levels of success.
- The development and application of skills such as: analysing research, information, planning and financial forecasting, communicating and problem solving
- Reflective practice through carrying out a small enterprise activity that allows learners to respond to feedback and identify areas for improvement.

Unit 3: Promotion and Finance for Enterprise

Promotion and Finance for Enterprise requires learners to analyse and interpret information in relation to an enterprise and to make recommendations on strategies to use to improve the performance of the enterprise.

How will I be assessed?

Unit 1: Coursework Examined

Unit 2: Coursework Examined

Unit 3: Examination

What can I do after I've completed the course?

Study of the qualification as part of Key Stage 4 learning will help learners to make more informed choices for further learning either generally or in this sector. The choices that a learner can make post-16 will depend on their overall level of attainment and their performance in the qualification.

Learners who generally achieve at Level 2 across their Key Stage 4 learning might consider progression to:

- A Levels as preparation for entry into higher education in a range of subjects
- Study of a vocational qualification at Level 3, such as a BTEC National in Enterprise and Entrepreneurship, which prepares learners to enter employment or apprenticeships, or to move on to higher education by studying a degree in the Business sector.

GCSE 9-1 Computer Science

Through the use of GCSE Computer Science, the pupils will achieve:

- Understand and apply the fundamental principles and concepts of Computer Science, including abstraction, decomposition, logic, algorithms, and data representation
- Analyse problems in computational terms through practical experience of solving such problems, including designing, writing and debugging programs
- Think creatively, innovatively, analytically, logically and critically
- Understand the components that make up digital systems, and how they communicate with one another and with other systems
- Understand the impacts of digital technology to the individual and to wider society
- Apply mathematical skills relevant to Computer Science.

Unit 1 – Computer Systems and Programming - Examination

This is a 1 hour 30 minutes examination based on Computer programming and will cover the following topics:

- Systems Architecture
- Memory
- Storage
- Wired and wireless networks
- Network topologies, protocols and layers
- System security
- System software
- Ethical, legal, cultural and environmental concerns

Unit 2 – Computational Thinking, Programming and Algorithms - Examination

This is a 1 hour 30 minutes examination based on Computer programming and will cover the following topics:

- Algorithms
- Programming techniques
- Producing robust programs
- Computational logic
- Translators and facilities of languages
- Data representation

Unit 3 – Controlled Assessment – Programming Project

This is a coursework based unit in which students will create a program based on the following:

- Programming techniques
- Analysis
- Design
- Development
- Testing and evaluation and conclusions

The course is assessed at the end of Year 11 through an examination and controlled assessment. Unit 1 and 2 are externally assessed by examination and are worth 80% of the total grade. Unit 3 is a piece of coursework which is internally assessed. This is worth 20% of the overall grade.

KS5 Summary/Topics/Exam information

OCR Cambridge Technical Lv3 Business: Extended Certificate

At key stage 5, we offer a vocational OCR Cambridge Technical course at Certificate. The OCR Cambridge Technical course gives students the opportunity to acquire the essential knowledge and tools for the world of business through the business environment, customers and communication as well as human resources.

Students complete five units overall:

- Unit 1 – The Business Environment (Examination)
- Unit 2 – Working in Business (Examination)
- Unit 4 – Customers and Communication (Coursework)
- Unit 8 – Introduction to Human Resources (Coursework)
- Unit 20 – Business Events (Coursework)

OCR Cambridge Technical Lv3 IT: Introductory Diploma

At key stage 5, we offer a vocational OCR Cambridge Technical course at Certificate. The OCR Cambridge Technical course gives students the opportunity to acquire the essential knowledge and tools for the world of website building and developing for a client requirement.

Students complete five units overall:

- Unit 1 – Fundamental of IT (Examination)
- Unit 2 – Global Information (Examination)
- Unit 6 – Application Design (Coursework)
- Unit 9 – Product Development (Coursework)
- Unit 21 – Web Design and Prototyping (Coursework)

OCR Cambridge Technical Lv3 Digital Media: Extended Certificate

At key stage 5, we offer a vocational OCR Cambridge Technical course at Certificate. The OCR Cambridge Technical course gives students the opportunity to acquire the essential knowledge and tools for the world of media and developing for a client requirement.

Students complete five units overall:

- Unit 1 – Media Products and Audiences (Examination)
- Unit 2 – Pre-Production and Planning (Examination)
- Unit 6 – Social Media and Globalisation (Examination)
- Unit 3 – Create a media product (Coursework)
- Unit 20 – Advertising Campaign (Coursework)

Extra-curricular opportunities

- Homework lunch club – every lunchtime in CIE and Media rooms
- Tuesday's after school – coursework clinic for Ks4 and Ks5 pupils of Business, Computing, IT and Media.

Useful websites

- Scratch – online version or downloadable on home PC
- OCR Cambridge Technical for our Ks5 qualifications - <https://www.ocr.org.uk/qualifications/cambridge-technicals/2016-suite-qualifications/>
- BTEC Enterprise Ks4 - <https://qualifications.pearson.com/en/qualifications/btec-tech-awards/enterprise.html>
- NCFE Interactive Media Ks4 - <https://www.qualhub.co.uk/media/7258/ncfe-12-t-a-interactive-media-603-0852-7-qual-spec-issue-6.pdf>
- GCSE 9-1 Computer Science Ks4 - <https://www.ocr.org.uk/qualifications/gcse/computer-science-j276-from-2016/>

