

ICT Department

ICT Autumn Newsletter Key Stage 4



Photography pupils have produced some excellent work in their portfolios where they have learnt camera basics, composition of photos and Photoshop skills. They are now completing their natural world and urban projects. Pupils are excited to showcase their work at the exhibition in January.

URBAN, NATURAL WORLD AND PORTRAITURE
FRIDAY JANUARY 23rd 2017



GCSE PHOTOGRAPHY EXHIBITION
ASHTON ON MERSEY STUDENTS

At UKFast HQ - 5pm to 7pm
UKFast Campus, Briley Fields, Manchester M15 5QJ

Computer Science News

Year 10 9-1 Computer Sciences – This is a brand new course and consists of: 20% controlled assessment, 40% computer hardware (written exam), 40% problem-solving and algorithms exam. Pupils have enjoyed working through a set of problems to find the best solution through the use of both pseudocode and algorithms.

Year 11 Computing - pupils have just completed their mock exam and are in the process of finishing their controlled assessment work, which is worth 60% of their final GCSE. Pupils have created a programme in Python, as well as investigating various commands on the Raspberry Pi.

***Revision guides are available from Mr Howe for £1.50. Practise papers are available on Moodle*.**



OCR Creative iMedia News

Year 10 are currently working on their core pre-production documents exam (r801) – this exam prepares pupils for their entire qualification looking at a range of planning documents i.e. moodboards, storyboards, visualisation diagrams, scripts, mind maps and work plans.

Year 11 are working on their third unit; 'Developing a Website' (r085). This unit requires pupils to follow a client brief and set of requirements to research, plan, develop and review an entire website, as set by OCR.

Days Out! Creative iMedia pupils had a great day out at the NEC earlier on in the term at the European Game Expo. This was in preparation of their game development unit. Pupils experienced the largest game expo in Europe, with all the leading developers such as PlayStation, Xbox and Nintendo, as well as looking at a range of games which were unreleased to the public. There were workshops on game development, character development, pitching a game and a range of game design related stalls



GCSE – ICT Course Content

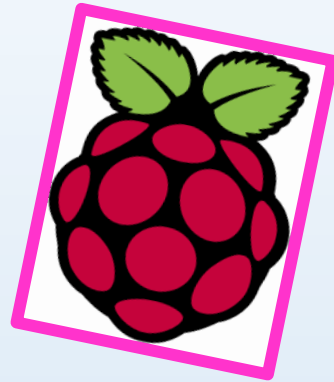
This course is made up of a theory unit and a coursework unit

A great YouTube link to find out more!

<https://www.youtube.com/watch?v=VvZZhPXY6GM>

ICT Department

ICT Autumn Newsletter Key Stage 3



Autumn Term Year 7 & 8 Pupils are working on a Digital Gaming unit of work

This is a really exciting and engaging unit for the pupils and focuses on the application of game design. Pupils work with a range of digital tools and techniques to produce their own computer games! All of the work that the pupils submit is based on a given brief.

Autumn Term Year 9

Year 9 pupils have two lessons a week on the computers, one ICT lesson and one Computer Science. Pupils are really enjoying the Computer Science lessons and are using Raspberry Pi's and learning basic programming skills using Python.

Competition Time!

AOM Game Designing Competition.....

Pupils will be able to enter the games that they have created and designed which will be judged by our expert game designers Mr Moore and Mr Howe!

The winning pupils will receive a fantastic prize in the New Year

TERMS OF THE TERM

Algorithm, prototype, storyboard, moodboard, Python, Raspberry Pi, Sonic Pi

Who invented the World Wide Web?



What programming language do we use?

