

# GCSE ICT

Head of ICT - Mr Howe

## **The Course:**

This qualification will enable you to become an independent and discerning user of ICT, as well as being able to make informed decisions about its use and awareness of its implications for individuals, organisations and society; in addition to acquiring and applying creative and technical skills, knowledge and understanding of ICT in a range of contexts. This course will enable you to develop ICT based solutions to solve problems and will give you an understanding of current and emerging technologies and their social and commercial impact.

You will learn about website design, creating podcasts, spreadsheet design, digital editing, databases and research skills.

## **Unit 1 – Living in a Digital World (Assessment through a written exam)**

Students will explore how digital technology impacts on the lives of individuals, organisations and society. Students learn about current and emerging digital technologies and their issues raised by their use in a range of contexts (learning and earning, leisure, shopping and money management, health and well-being and on the move).

## **Unit 2 – Using Digital Tools (Controlled Assessment)**

This is a practical unit. Students broaden and enhance their ICT skills and capability. They work with a range of digital tools and techniques to produce effective ICT solutions in a range of contexts.

## **What could it lead to in Sixth Form?**

Level 3 qualifications such as Diplomas  
A Level/GCE ICT/Computing

## **What careers/university courses would this subject help me to enter?**

### **Possible University Courses**

IT and Business, Multimedia, Computer Science, Media and Computer & Video Games.

### **Possible Careers**

Media, Project Management, Technical ICT and Apprenticeships.

**Revision guide:** REVISE Edexcel: Edexcel GCSE ICT Revision Workbook ISBN—1446903893 And REVISE Edexcel: Edexcel GCSE ICT Revision Guide ISBN—1446903877

**Text book:** Edexcel GCSE ICT Student Book ISBN—1846906148

# Photography

Head of ICT - Mr Howe

## **The Course:**

GCSE Photography will introduce you to a variety of experiences exploring a range of lens-based and light-based media, techniques and processes, including both traditional and new technologies. Within the course you will explore overlapping and combinations of areas such as portraiture, landscape photography (working from the built or natural environment), still life photography, (working from natural or manufactured objects), documentary photography, photo journalism, narrative photography, reportage, fine art photography and photography involving a moving image (television, film and animation).

### **Unit 1 - Portfolio of work (Coursework 60%)**

In this unit you will create a portfolio of work that explores and demonstrates a range of skills and techniques in a variety of areas within photography, such as the ability to explore formal elements of visual language; line, form, colour, tone, pattern, texture, in the context of lens-based and light-based media.

### **Unit 2 - Externally Set Task (10 Hour Practical Exam 40%)**

Within this unit you will be set a project brief from the exam board, where you are expected to develop your work using the knowledge and experiences gained from Unit 1 to produce a final piece of work as well as linking your end product to an established artist.

## **What could it lead to in Sixth Form?**

Level 3 qualifications such as Diplomas  
A Level Photography  
A Level Media

## **What careers/university courses would this subject help me to enter?**

### **Possible University Courses**

Photo Journalism, Multimedia, Photography

### **Possible Careers**

Photography can lead to a number of different careers in a range of sectors such as Photojournalists, Sport Photographer, Commercial Photography and Journalism.

# OCR ICT Creative iMedia

Head of ICT - Mr Howe

## **The Course:**

These qualifications will assess the application of creative media skills through practical use. The Creative iMedia course will equip you with a range of creative media skills and provide opportunities to develop, in context, desirable and transferable skills such as research, planning and review, working with others and communicating creative concepts effectively. Through the use of these skills, you will ultimately be creating fit-for-purpose creative media products. The Creative iMedia will also challenge you, by introducing creative media techniques; encouraging independence, creativity and providing tasks that engage. The 'hands on' approach will require you to use various technology. The qualification design, including the range of units available, will allow learners the freedom to explore the areas of creative media that interest them as well as providing good opportunities to enhance their learning in a range of areas.

### **Unit 1 – Pre-production skills**

This unit will enable you to understand pre-production skills used in the creative and digital media sector. It will develop your understanding of the client brief, time frames, deadlines and preparation techniques that form part of the planning and creation process.

### **Unit 2 – Creating digital graphics**

The aim of this unit is for you to understand the basics of digital graphics editing for the creative and digital media sector. You will learn where and why digital graphics are used and what techniques are involved in their creation.

Possible optional units include creating 2D and 3D digital characters, storytelling with a comic strip, creating a multipage website, creating a digital animation, creating interactive multimedia products, creating a digital sound sequence, creating a digital video sequence, digital photography, designing a game concept and developing digital games.

## **What could it lead to in Sixth Form?**

Level 3 qualifications such as Diploma in Creative Media  
A Level ICT and Media

## **What careers/university courses would this subject help me to enter?**

### **Possible University Courses**

IT and Business, Multimedia, Computer Science and Media

### **Possible Careers**

Media, Project Management, Graphic Designer, Technical ICT, Journalist and Web Designer

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Level 3 qualifications such as Diplomas  
A Level/GCE ICT/Computing

## **What careers/university courses would this subject help me to enter?**

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### **Possible Careers**

Media, Project Management, Technical ICT and Apprenticeships.

# GCSE Computing

Head of ICT - Mr S Howe

## The Course:

Key aspects of the qualification include; how computers work, making connections, data matters, computational thinking, practice and programming.

### **Unit 1: Computer systems and programming (1 hr 30 minute written exam, 40%)**

This unit covers the body of knowledge about computer systems on which the examination will be based. It covers the fundamentals of computer systems, computing hardware and software, representation of data in computer systems and computer communications and networking.

### **Unit 2: Practical Investigation (Controlled Assessment, 30%)**

This unit allows you to carry out a practical investigation into a computing issue in the real world. You will be expected to produce a report which will then be assessed under the four headings; practical activity, effectiveness, technical understanding, testing judgements and conclusions.

### **Unit 3: Programming Unit (Controlled Assessment, 30%)**

This unit is a practical unit where you will create a programme that provides a solution to a specified problem. You will be expected to design, write a programme (in a programming language), test your problem and then evaluate it.

**Skills you will learn include;** programming in Python, Linux commands, Shell script, Algorithms, software design, problem solving and critical thinking skills.

## What could it lead to in Sixth Form?

Level 3 qualifications such as Diplomas  
A Level/GCE ICT/Computing

## What careers/university courses would this subject help me to enter?

### **Possible University Courses**

Computer Forensics, Ethical Hacking, Software Engineering, Computer Science, Artificial Intelligences and Computer and Video Games

### **Possible Careers**

Software Developer, App Designer, Project Management and Technical ICT

**Revision guide:** My Revision Notes OCR Computing for GCSE Computer Systems and Programming ISBN—1444193848

**Text book:** OCR Computing for GCSE Student's Book ISBN—1444177796