



ICT, COMPUTING & MEDIA DEPARTMENT

The ICT department comprises of four specialist ICT/Computing teachers and three technicians. Students have the opportunity to follow a range of vocational and traditional courses using up to date technology and industry standard software in 14 computer rooms including a specialist Apple Media suite.

KEY STAGE 3

Students who choose to follow the ICT route in Year 9 will complete the City and Guilds Technical in Digital Technologies. This is a vocational course which aims to give our students the skills and knowledge they need to gain a real understanding of their digital environment, develop key skills, and prepare them for their future use of IT in their chosen careers across a wide range of job roles. The course is assessed through an external examination (50%) in the summer of Year 10 and an examination board set coursework project (50%) sat in the spring term of Year 10.

KEY STAGE 4

There are a number of different opportunities for students to opt to further their study during Years 10 & 11. These include iMedia and Computer Science.

GCSE Computer Science has been designed to introduce students to computation and problem solving using computers. The course will develop students understanding of current and emerging technologies and how they work as well as the use of algorithms in computer programs and solving problems using programming.

Students who have an interest in the media, gaming or demonstrate artistic flair have the opportunity to choose one of two routes. Both lead to the Cambridge Nationals Level 1/2 Award in iMedia. The first option is to study Digital Photography and Video Production, with lessons being taught in our specialist Mac suite. The second option is Game Design, in which students have the opportunity to use and develop games on a range of platforms.

KEY STAGE 5

Four courses are offered at A Level; GCE Computer Science, BTEC National Extended Certificate in IT, BTEC National Extended Certificate in Digital Games Production and Cambridge Technical Foundation Diploma in Digital Media.

Advanced Level Computer Science aims to provide an understanding of the more scientific principles of information management, communication and computers. It covers the theoretical aspects of hardware and software and includes an element of computer programming. Students follow the AQA specification and complete three units over two years, one of which is coursework based.

In IT, students will choose a strand to follow. Those who choose to follow a traditional IT route will complete the BTEC IT (2016) which is a vocational qualification designed to further students understanding of the IT industries. Students complete four units of work (Creating Systems to Manage Information, Social Media in Business, Web Sites and Information Technology Systems). The course is 25% external and 75% internal assessment. This is equivalent to 1 A Level.

Students who wish to gain a better understanding of the gaming industry can choose to follow the BTEC Digital Games Production. This is a 100% coursework with a focus on Game Design, Production and Testing using industry standard software for Gaming and App production. This is equivalent to 1 A Level.

Cambridge Technical in Digital Media (2016) is a vocational qualification. This is designed to enable students to study the principles, knowledge and skills of the Media industry to a higher level. Students complete eight units of work which cover a wide range of topics and achieve the equivalent of 1.5 A Levels.

We also offer an elective in Advanced ECDL which is designed to improve Office Software skills and attracts 40 UCAS points.

SUPER CURRICULUM

Working with the Science and Technology departments, students in Year 9 are offered the chance to complete a robotics project to produce a working fairground ride.

EXTRA CURRICULUM

Programming club, retro gaming club and coursework support are offered by the department.