

Subject: Information Technology



Curriculum Aims and Purpose

Paragraph 1 – An overview of the purpose of your subject:

The purpose of the IT Curriculum is to equip students with a comprehensive understanding of the dynamic and ever-evolving world of information technology. Rooted in the principles of computational thinking and digital literacy, our curriculum is designed to foster critical skills, knowledge, and attitudes necessary for success in the 21st-century digital landscape.

Our ambition is for students to develop a robust foundation in digital literacy, enabling them to evaluate and leverage digital resources effectively and responsibly. They will employ computational thinking skills to approach complex problems analytically, break them down into manageable components, and devise algorithmic solutions. Students will also cultivate an understanding of coding and programming proficiency, exploring the languages and structures that underpin software development.

Beyond technical skills, the curriculum places a strong emphasis on instilling a sense of digital citizenship, ethics, and e-safety. The overarching purpose of the IT and Computer Science curriculum is to prepare students for future academic pursuits and careers. Whether they choose to specialize in computer science, engineering, data science, or any other field, the skills and knowledge acquired in our program will serve as a solid foundation for success in an increasingly technology-driven world.

Paragraph 2 – A summary of how you have designed and constructed your curriculum:

IT and Computer Science concepts are often complex and build upon one another. The curriculum design incorporates a spiral progression, where students revisit key concepts at increasing levels of complexity. This iterative approach ensures that foundational knowledge is reinforced, and students can deepen their understanding as they progress through the curriculum.

I have designed and constructed the curriculum in line with the iMedia qualification, as a result often the focus is on designing our products to meet the needs of a particular audience, particularly in year 9 and skills required in the iMedia are now addressed much lower in the school.

Paragraph 3 – A summary of how the curriculum goes beyond the NC/GCSE Spec etc to teach the best of what is known and thought:

Our curriculum goes beyond the national standards by providing early exposure to practical skills, diverse programming languages, a focus on safety and ethics, and specialized courses in digital media and information technology. This ensures that students not only meet but exceed the expectations outlined in the national curriculum for Key Stages 3 and 4 in computing.

Paragraph 4 – A summary of CEIAG links in curriculum:

Career Awareness: The iMedia curriculum helps students understand the wide range of career opportunities in the media and technology sectors.

Skill Development: iMedia courses typically focus on skills such as digital media creation, graphic design, and multimedia production. Students can identify how to leverage these skills in the job market.

Career Planning: As students' progress through the iMedia curriculum, CEIAG can help them make informed decisions about their future. This might involve setting career goals, understanding the qualifications needed for specific roles, or exploring entrepreneurial opportunities in media and technology.

How our Curriculum inducts students into the discipline of the subject:

The curriculum effectively inducts students into the discipline of IT and Computer Science by providing a balanced mix of practical skills, theoretical understanding, and creative projects. This approach helps students develop a comprehensive and applied understanding of the subject, fostering a strong foundation for future academic and professional pursuits in the field.

Given the emphasis on audience and purpose in the iMedia qualification, students are trained to use rubrics to effectively evaluate their own and peer assess each other's work.

Students are encouraged to reflect on their own project work reflecting the emphasis on independence in the final qualification.

Year 10 Overview-

In Year 10, students undertake the iMedia course, specifically focusing on R093 and R094 units. R093 involves exploring pre-production skills, where students delve into the planning and preparation phases of digital media projects, developing an understanding of client needs and project requirements. In R094, students' progress to the production phase, applying their acquired skills to create a digital media product, demonstrating proficiency in graphic design.

Students will also fill gaps left by the previous curriculum to ensure they are able to tackle both the skill requirement and challenge of an independent controlled assessment.

Half Term	Focus
1	<p>R093 Topic 1 - Review how media is used in a range of sectors (traditional and new media), the products created within each sector and the various job roles that can be found (technical, creative, senior roles).</p> <p>R094 Skills development – Adobe illustrator.</p> <ul style="list-style-type: none"> R093 Topic 2 - Review how purpose and audience can impact the styles, content and layout of products along with the different methods of research and technical details needed for different projects.
2	<p>R094 Topic 1 Practice Scenario- Research and review the purpose, elements and design contained with an organisations visual identity focusing on colour schemes, layout, content and typography with clear links to brand type, style and positioning.</p> <ul style="list-style-type: none"> R094 Topic 2 Practice scenario - Research and review the different concepts of graphic design and how different conventions impact styles, design techniques and file formats (bitmaps, vectors, graphic properties) along with the impact of legislation.
3	<p>R094 Skills development – Focus on enhancing skills obtained in KS3 IT to facilitate the development of their own digital graphic for a given brief</p> <ul style="list-style-type: none"> R094 Assessment - Develop a series of assets and resources that can be used to develop a digital graphic for a set scenario. Students will use this time to make sure they demonstrate a wide range of skills and detailed understanding of the requirements of a graphics project
4	<p>Ro94 Assessment - Continued</p>

5	<p>Topic 3 - Review the planning, documentation and legal considerations (data protection act, copyright, intellectual property, certification, etc.) for different products along with how designers can avoid breaking the different laws.</p> <p>Topic 4 - Review how digital products are accessed and how properties of different file formats and compression settings can impact the method used for audience to access different content.</p>
6	<p>Preparation and planning for the R097 Controlled assessment. Skills gaps in multimedia presentations and production of multimedia artefacts.</p>

<p>Homework</p> <ul style="list-style-type: none"> • Students revise key knowledge using the Carousel platform. • Students are expected to spend 30 minutes per week on their homework. • Homework will be suspended during controlled assessment. The expectation is that this time would be used for any research required to enhance skills or understanding

<p>Useful resources:</p> <p>Study iMedia – Free resources to study Creative iMedia</p> <ul style="list-style-type: none"> • Bing Videos know it all ninja iMedia – YouTube video series

<p>Assessment</p> <p>Each topic will be subject to an end of unit test completed in class.</p> <p>Controlled assessment is a strong feature of this course and will take place throughout term 2 and 3</p> <p>R094 will be complete in year 10</p> <p>All content for R093 will be complete for year 10 mocks</p>
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<p>Year 11 Overview-</p> <p>In year 11 students will study R093 looking at legislation around the media industry and media standards. They will also complete their major controlled assessment unit R097, students will engage in the practical application of their digital media skills acquired throughout the course. They will create a final digital media product, demonstrating proficiency in planning, designing, and executing a project in line with industry standards. This unit serves as a comprehensive assessment, allowing students to showcase their abilities in graphic design, audio-visual production, and interactive media.</p>

Half Term	Focus
1	<p>R097 Project - Apply understanding of a client brief to design and develop a multimedia product that incorporates various pieces of multimedia content that the student will develop.</p>
2	<ul style="list-style-type: none"> • The students will be allocated time to make improvements to their work. Advice to students will be limited in line with the board's requirements • Students successful in this but with poor R094 results will begin work on R094. • Students Successful in both will begin preparation and be entered for the R093 exam in January.
3	<ul style="list-style-type: none"> • All controlled assessments should be complete. • There will be some with improvements to R094 after Christmas. These will need to be a focus of any intervention.
4	<ul style="list-style-type: none"> • R093 exam preparation – all students

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- Final Exam preparation (9th June exam)

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Homework

- Students revise key knowledge using the Carousel platform.
- Students are expected to spend 30 minutes per week on their homework.
- Homework will be suspended during controlled assessment. The expectation is that this time would be used for any research required to enhance skills or understanding

Useful resources:

[Study iMedia – Free resources to study Creative iMedia](#)

- [Bing Videos](#) know it all ninja iMedia – YouTube video series

Assessment

- **Coursework's will feature heavily in year 11. All students will face a mock along side some quick testing on R093 units**