



Curriculum Statement

Computer Science

GCSE: Students follow the OCR Computer Science GCSE.

KS4: Powerful knowledge in Computing is based on the ability to abstract and decompose a problem, to produce a solution through thorough investigation. The course is built on the understanding and application of the fundamental principles and concepts of Computer Science, including abstraction, decomposition, logic, algorithms, and data representation. Students are given the opportunity to analyse problems in computational terms through practical experience of solving such problems, including designing, writing and debugging programs.

Thinking creatively, innovatively, analytically, logically and critically students understand the components that make up digital systems, and how they communicate with one another and with other systems. They also understand the impacts of digital technology to the individual and to wider society. Units are broken down to support Paper 1 (Computing Theory) and Paper 2 (Algorithms and Programming). Students complete a number of different types of assessments including Smart Revise, end of unit tests, walking talking mocks and full past papers which all feed into predicted grades.

NEW TO YEAR 9 -OCR Creative iMedia

This qualification encourages creativity and awareness of the digital media sector. The Cambridge Nationals in Creative iMedia equips learners with a range of creative media skills and provides opportunities to develop, in context, desirable, transferable skills such as research, planning, and review, working with others and communicating creative concepts effectively. Through the use of these skills, learners will ultimately be creating fit-for-purpose creative media products. The Cambridge Nationals in Creative iMedia will also challenge all learners, including high attaining learners, by introducing them to demanding material and techniques; encouraging independence and creativity!