ICT

KEY STAGE 3

ICT EDEXCEL: LEVEL 2 CERTIFICATE IN DIGITAL APPLICATIONS (CIDA) – YEAR 10

The Certificate in Digital Applications is designed to engage and enthuse young people with an interest in creative computing (e.g. creative multimedia, website and computer game development). This qualification will equip them with the knowledge, skills and understanding they need to design and make effective digital products.

It teaches young people how to express their creativity in an informed and responsible way and encourage them to reflect on what they produce and strive for excellence. It gives young people the skills they need to support future learning and to exploit the creative and commercial employment opportunities on offer in the digital world in which they are growing up.

Assessment
The Certificate in Digital Applications includes an external assessment Unit 1, which comprises 25% of the total assessment and an externally set Task, Unit 3 which comprises 75% of the total for the qualification. **Students must complete two units.**

Mandatory unit
Unit 1: Developing Web Products – A two and a half hour practical examination in which candidates are expected to use web authoring and other software tools to build and test a web based product. This unit is worth 25%.

Optional unit (one only)
Unit 2: Creative Multimedia
Unit 3: Artwork and Imaging
Unit 4: Game Making
Candidates create a solution to a task provided by the exam board. This is worth 75%.

In order to succeed students will need:

- Commitment to work steadily throughout Key Stage 4
- To produce regular coursework and meeting all deadlines
- Interest in creating ICT products
- To be able to develop products based on feedback from others
- Evaluate their own and others' work
- Desire to succeed in an interesting but demanding course

BTEC LEVEL 2 FIRST AWARD IN INFORMATION AND CREATIVE TECHNOLOGY - CURRENT YEAR 11

Pupils will get the opportunity to learn a wide range of topics from what a computer system consists of, the different types of system security to the ethical, legal, cultural and environmental concerns. They will learn how to build algorithms and develop different functionality to meet design criteria. Understanding of computer hardware and software are taught in addition to wired and wireless networks. There is also a focus on developing pupils' computational thinking and ability to develop algorithms and applying the knowledge they have learned by developing a solution to a real world problem.

During this course pupils will build up a portfolio of coursework. They will learn how to present and handle information, to understand the functions and forms of software and hardware and to plan and develop ICT-based solutions.

In year 11 pupils will study 2 specialist units. Specialist units are sector specific and focus on a particular area within that sector

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KEY STAGE 4

ICT EDEXCEL: LEVEL 2 CERTIFICATE IN DIGITAL APPLICATIONS (CIDA) – YEAR 10

The Certificate in Digital Applications is designed to engage and enthuse young people with an interest in creative computing (e.g. creative multimedia, website and computer game development). This qualification will equip them with the knowledge, skills and understanding they need to design and make effective digital products.

It teaches young people how to express their creativity in an informed and responsible way and encourage them to reflect on what they produce and strive for excellence. It gives young people the skills they need to support future learning and to exploit the creative and commercial employment opportunities on offer in the digital world in which they are growing up.

Assessment
The Certificate in Digital Applications includes an external assessment Unit 1, which comprises 25% of the total assessment and an externally set Task, Unit 3 which comprises 75% of the total for the qualification. **Students must complete two units.**

Mandatory unit
Unit 1: Developing Web Products – A two and a half hour practical examination in which candidates are expected to use web authoring and other software tools to build and test a web based product. This unit is worth 25%.

Optional unit (one only)
Unit 2: Creative Multimedia
Unit 3: Artwork and Imaging
Unit 4: Game Making
Candidates create a solution to a task provided by the exam board. This is worth 75%.

In order to succeed students will need:

- Commitment to work steadily throughout Key Stage 4
- To produce regular coursework and meeting all deadlines
- Interest in creating ICT products
- To be able to develop products based on feedback from others
- Evaluate their own and others' work
- Desire to succeed in an interesting but demanding course

BTEC LEVEL 2 FIRST AWARD IN INFORMATION AND CREATIVE TECHNOLOGY - CURRENT YEAR 11

Pupils will get the opportunity to learn a wide range of topics from what a computer system consists of, the different types of system security to the ethical, legal, cultural and environmental concerns. They will learn how to build algorithms and develop different functionality to meet design criteria. Understanding of computer hardware and software are taught in addition to wired and wireless networks. There is also a focus on developing pupils' computational thinking and ability to develop algorithms and applying the knowledge they have learned by developing a solution to a real world problem.

During this course pupils will build up a portfolio of coursework. They will learn how to present and handle information, to understand the functions and forms of software and hardware and to plan and develop ICT-based solutions.

In year 11 pupils will study 2 specialist units. Specialist units are sector specific and focus on a particular area within that sector.