OCR Creative iMedia

Course Complete

Portfolio review: Justify your selection of photographs and identify your areas for improvement.

Take your photos: Organise your photo subject and take photos following the rules of composition.

Plan your photoshoot: Interpret requirements and plan your photoshoot considering appropriate laws

Photography settings: Investigate the settings on different digital cameras

Review: Reflect on how your graphic meets your brief and specification.

Export Graphics: Export your graphics in appropriate formats with your assets.

Digital graphic creation: Develop your digital graphic with a range of skills and processes

Digital Photography R090

Creating digital graphics R082

YEAR 11

LO1: Understand the purpose and content of pre-productions: Develop storyboards and mind maps of component parts and resources.

LO2: Plan pre-production: Produce a work plan and production schedule.

LO3: Produce pre-production documents: Limitations of file formats.

LO4: Reviewing documents: Identify areas for improvement.

Exam Revision: Complete revision for the R081 Exam.

Properties of digital videos: Research what makes a digital video.

Create a digital video: Use camera techniques to create a video sequence.

Visualisations: Develop assets for the creation of digital graphics.

Exam Unit R081

EXAM R081 EXAM

Creating a digital video sequence R083

Creating digital graphics R082

iMedia Introduction Work areas and expectations

Excel Functions: Experimenting in creating dashboards to data analysis

Photography: Investigate the principles behind photography.

Creativity: Using techniques such as biomimicry to create design.

Security breaches: Protocols and actions to prevent network security breaches.

Security threats: The importance of security policies to reduce the risk of threats.

YEAR 10

OCR IT TASTER IT THEORY

IMEDIA TASTER FRONT-END DESIGN

CS TASTER COMPUTATIONAL THINKING

CYBER SECURITY IT THEORY

Learning about different CS pathways through project tasters for Year 9 Options/

Experience of multiple pathways and skills available in Year 10.

Searching: Use search engines efficiently to improve accuracy of results

The Internet: Learn how we manage and transfer data across networks

Network Topologies: How networks are designed and constructed.

Managing Data: Use sorting algorithms to control data.

SMART Tech: Investigate the impact of SMART technologies on our lives.

WEB THEORY IT THEORY

MICRO-BIT GAMING COMPUTATIONAL THINKING

YEAR 9

THE INTERNET OF THINGS COMPUTING THEORY

Evaluate: Understand how to make appropriate hardware choices.

Research and Interviews: Develop questioning techniques to interview staff and students.

Flowcharts: Breaking down algorithms into simple steps.

Algorithms: Understanding programming techniques such as FOR loops

COMPUTER ARCHITECTURE COMPUTING THEORY

BBC SCHOOL REPORT FRONT-END DESIGN

PYTHON PROGRAMMING COMPUTATIONAL THINKING

Broadening knowledge of programming and understanding of the workings of computer hardware.

Experience of the practical application of skills in creative and problem solving tasks.

Computer Components: Understanding the function of different computer hardware.

Video editing: Working with videos to edit, import and export.

Graphics: Produce graphics using SmallBasic

Develop: Block games in Kodu and Scratch
Written programs in SmallBasic

Reports: Experimenting with different methods of reporting trends and queries.

Processes: Developing algorithms to solve problems

Teams: Work in teams develop flow chart solutions to real world problems.

BLOCK TO WRITTEN PROGRAMMING COMPUTATIONAL THINKING

DATA ANALYTICS IT THEORY

FLOWOL COMPUTATIONAL THINKING

YEAR 8

Learning about foundation principles in Computer Systems and an introduction to programming

Experience of multiple software both technical and creative.

Coding: What are the differences between using block and written programming software?

Data Models: Using spreadsheets and databases for manage data.

Planning: Create detailed solutions using efficient programming.

Evaluate: Does your produce work? Can you fix problems?

APP DESIGN FRONT-END DESIGN

E-SAFETY IT THEORY

YEAR 7

Design: Designing different features such as layout, navigation and information to include in an App.

Product Analysis: What makes an App suitable, or desirable? How can we learn from others?

Cryptography: How are messages/data sent securely across networks?

Viruses: Different computer viruses. How do we protect our devices?

Rules: How to safely use a variety of computer features.

Baseline Assessment: What do you already know about CS?

Introduction to CS: Work areas and expectations

Welcome! Settling in, usernames and passwords.

THE FERNWOOD SCHOOL