

OCR GCSE Computer Science (Y11)/BTEC DIT

Enterprise

OCR Creative
iMedia

10 & 11



Creative iMedia – Pre
coursework project

ICT – Cyber security



Assessments will take
place at the end of
the rotations



Theme park project

Combining software packages, demonstrating
skills in Word, PowerPoint, Excel, Fireworks and
Publisher, using effective research methods,
writing to a target audience and producing
professional documents



Networks

The internet, factors that affect network
performance, LANs and WANs, network
hardware, cloud computing, client server and
peer to peer networks, network topologies,
encryption



Python part two

Using variables, constants,
operators, inputs/outputs
(Sequences, selection & iteration.
Arithmetic, integers, Boolean
Characters & string manipulation,
using appropriate data types and
casting



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Computer
Science -
Data
representation



Programming fundamentals with Python
Turtle



Introduction to text-based programming,
using variables, constants, operators,
inputs/outputs (Sequences, selection &
iteration. Arithmetic, integers, Boolean
Characters & string manipulation, using
appropriate data types and casting



My digital world

How to identify trustworthy websites,
sources of valid and reliable information,
copyright, avoiding online dangers and
dealing with cyber abuse, how search
engines work, using Boolean operators to
improve searches and performing
effective online searches



Binary Bits and
Bobs

How data is
represented by
computing
devices,
understanding
binary, binary
addition, ASCII,
representing
images and
representing
sound



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Using Media – Gaining
support for a cause

Combining software packages,
licensing appropriate images,
creative commons licences,
credibility of sources, planning a
campaign, promoting a cause



Algorithms and flowcharts

Introduction to the three strands
of computational thinking;
abstraction, decomposition and
algorithms, writing flowcharts and
algorithms to solve problems



Digital Literacy and E-Safety

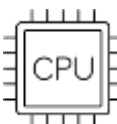
Introduction to the Academy network,
sensible filing, E-Safety, building skills in
Word, PowerPoint and Excel



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Scratch programming

Exploring new technologies, using block-based
programming, introduction to key programming concepts –
sequence, selection and iteration, writing algorithms and
using programming concepts to solve problems



What are computers

Inputs and outputs, human computer, health
and safety, introduction to binary, ASCII,
storage devices, introduction to networks

