Computing Department

Courses offered (can only choose **one**)

Level 2 Certificate: **Creative iMedia**	GCSE: **Computer Science**
Vocational qualification • Equivalent to GCSEs • Grades awarded: Pass, Merit, Distinction or Distinction* • Enjoy hands-on approach to explore areas of creative media	GCSE • Grades achieved 9 - 1 • Considered as difficult as GCSE Physics • Enjoy problem solving and have strong mathematical skills

Which course?

Level 2 Certificate: **Creative iMedia**	GCSE: **Computer Science**
✓ Prefer **coursework** to examinations (75% coursework over the two years) ✓ Enjoying current unit **Creative Graphics** ✓ Prefer **using** computers for a specific purpose ✓ Confident and enjoy using Photoshop, Dreamweaver and PowerPoint ✓ Learning how ICT is used in a **creative** way outside of school e.g. photography, video editing etc.	✓ Enjoy theory work and **independent** research skills (**100% exam**) ✓ Enjoyed and first unit in Year 9 on **Python** ✓ Keen on finding out **how** computers work (RAM, ROM, CPU…) ✓ Confident and enjoy Python and keen to explore other programming languages ✓ Have explored **programming** projects like Micro: bit, Raspberry Pi or enjoy building and upgrading computers

Life after LHS

	Cambridge Nationals: Creative iMedia	GCSE Computer Science
Level 2		
Level 3	**Cambridge Technicals:** Digital iMedia [or other IT Level 3 course] (or move to A Level)	**A-Level** Computing / Computer Science [Program, HW/SW] (GCSE Maths B+)
Level 4	**ICT Degree** [Mainstream ICT]	**Technical Degree** [Program, HW/SW

Level 2 Certificate: Creative iMedia	GCSE: Computer Science
Course structure	
• 3 pieces of coursework: 75% • 1 examination: 25%	• 2 examination: 100%
Differences	
How computers are **used** How to **use** specialist creative software Software used: • Graphics (Photoshop) • Presentations (PowerPoint) • Web design (Dreamweaver)	How computers **work** How to **create** software for computers to run Software used: • Python • 3 other programming languages
Units	
Pre-production skills • Learn skills used in creative and digital media sector • Understand client briefs, time frames, deadlines **Creating digital graphics** • Develop skills to create digital graphics for web and print **Creating a multipage website** • Demonstrate creativity by combining components to create a functional, intuitive and aesthetically pleasing website **Creating interactive multimedia products** • Learn where and why interactive multimedia is used and what features are needed for a given purpose	**Computer systems** • Study the architecture of systems, memory, storage, networks, protocols and layers, security, systems software and moral/social/legal/cultural and environmental concerns **Computational thinking, algorithms and programming** • Study algorithms and programming, programming techniques, computational logic, translators and facilities of computing languages and data representation. Become familiar with computing related mathematics. **Programming project** (Year 11) • Using Python to create a solution to a given problem