

How will pupils build upon what they have learnt in Key Stage Two?

Based on the KS2 national curriculum pupils should have access to understanding the concepts of computer science through abstraction, logic and data representation. Pupils should be able to understand a problem and use computational thinking to solve a given task. Pupils should be able to write programs using program languages and to test to ensure they meet the user's needs. Pupils should also be able to use information technology including unfamiliar technologies to solve problems as well as plan, design and create media projects in various scenarios. The Creative iMedia course we have selected for our students gives them a fantastic balance of theory knowledge regarding the media business, as well as those practical skills with creating movies, animations, Photoshop photography, computer games and so on.

In primary school the pupils will also have used a variety of software with some digital devices, used internet technologies and the World Wide Web. Learned about how some devices communicate with each other. Used some technology safely, respectfully and responsibly. Pupils are expected to apply their ICT skills in different situations.

Why do we teach our pupils ICT?

In the Information Technology Department at Woodlands School, we aim to empower pupils to have the confidence to use information technology to the best of their ability and to meet not only today's demands in the computing industry, but also the future demands, where jobs that are currently unknown to us will be created, and your child will become the leading experts in this new vision of technology.

Our targets are to embed the skills and knowledge required to not only pass the Creative iMedia course at Woodlands School with the highest possible aspirations, but also enter the Information Technology Industry with the highest chance of success.

What is the knowledge pupils will gain in ICT at Woodlands?

Key Stage 3: During Years 7 and 8, all pupils will be provided an opportunity to experience both Computer Science and ICT modules. Each student will have one hour a week of study.

In **Year 7**, pupils will study:

- Digital Literacy
- E-safety
- Use of office software
- HTML
- Virtual Tour

In **Year 8**, pupils will study:

- Photoshop image editing
- Audio editing software
- Video editing software
- Website creation

Key Stage 4: During Year 9, students will be introduced to a variety of software programs, such as Adobe Flash for Animation, Moviemaker for video production, Kodu for games development and so on. They will also be taught some of the elements of the theory course, such as mood boards, mind maps, storyboards, camera angles, scripting, etc. This will prepare them for the OCR Creative iMedia course, which will start in Year 10. This 2 year course involves pupils studying Pre-production skills, which is an External Exam, Creating digital graphics, a 10 hour school based assessment, and 2 option courses, both 10 hour school based assessments. Each module is 25% of the course, and works on a Pass, Merit, Distinction, at both Level 1 and Level 2.

How will ICT at Woodlands prepare pupils for the future?

This Creative iMedia course will provide learners with essential knowledge, transferable skills and tools to improve their learning in other subjects with the aims of enhancing their employability when they leave education. The qualifications will encourage independence, creativity and awareness of the digital media sector. Potential further education courses that pupils can undertake with a successful GCSE in Creative iMedia include, but are not limited to IT Level 3 Diploma, Mobile Application Development and Enterprise Level 2 Award, Cisco Certified Network Associate (CCNA) Level 1 Certificate, Cyber Security Apprenticeship Level 4, Media & IT (Pathway) Entry Level 3 Certificate, ICT Systems Support Level 3 Diploma.

The Creative iMedia course will equip learners with a range of creative media skills and provide 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 'hands on' approach that will be required for both teaching and learning has strong relevance to the way young people use the technology required in creative media. The qualification design, including the range of units available, will allow learners the freedom to explore the areas of creative media that interest them as well as providing good opportunities to enhance their learning in a range of curriculum areas.