| **Subject: Computing and Media** |
| --- |
| **Exam Board: OCR GCSE Computer Science and BTEC Tech Award Creative Media Production**  |
| **Year Group**  | **Unit 1** | **Unit 2** | **Unit 3** |
| **7****Computing and Media** | Communication & Networks Hardware & Processing | AlgorithmsProgramming & Development | Data & Data RepresentationIT  |
| **8****Computing and Media** | Programming & Development  | Data & Data RepresentationMedia | ITCommunication & Networks |
| **9****Computing and Media** | Programming & DevelopmentData & Data Representation | Communication & NetworksMedia | Programming & Development |
| **10****OCR GCSE Computer Science** | 1.1 Systems architecture1.2 Memory and storage1.3 Computer networks, connections and protocols | 1.4 Network Security1.5 Systems Software | 1.6 Ethical, legal, cultural and environmental impacts of digital technology2.1 Algorithms 2.2 Programming Fundamentals |
| **10****BTEC Tech Award Creative Media Production**  | Component 2 Developing Digital Media Production SkillsLearning Outcome A Develop and apply media pre-production processes, skills and techniques | Component 2 Developing Digital Media Production SkillsLearning Outcome B Develop and apply media production and post-production processes,skills and techniques to create a media product. | Component 1Exploring Media ProductsLearning Outcome A Investigating media products |
| **11****OCR GCSE Computer Science** | 2.1 Algorithms; 2.2 Programming fundamentals2.3 Producing robust programs2.4 Boolean logic2.5 Programming languages and IntegratedDevelopment Environments | Exam Preparation | Exam Preparation |
| **11****BTEC Tech Award Creative Media Production**  | Component 1Exploring Media ProductsLearning Aim A Investigating media productsLearning Aim B Explore how media products are created to provide meaning and engage audiences. | Component 3 Create a media product in response to a brief | Coursework catch up Component 1 and 2 |