| **Subject: Computing and Media** | | | |
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| **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 | Algorithms  Programming & Development | Data & Data Representation  IT |
| **8**  **Computing and Media** | Programming & Development | Data & Data Representation  Media | IT  Communication & Networks |
| **9**  **Computing and Media** | Programming & Development  Data & Data Representation | Communication & Networks  Media | Programming & Development |
| **10**  **OCR GCSE Computer Science** | 1.1 Systems architecture  1.2 Memory and storage  1.3 Computer networks, connections and protocols | 1.4 Network Security  1.5 Systems Software | 1.6 Ethical, legal, cultural and environmental impacts of digital technology  2.1 Algorithms  2.2 Programming Fundamentals |
| **10**  **BTEC Tech Award Creative Media Production** | Component 2  Developing Digital Media Production Skills  Learning Outcome A Develop and apply media pre-production processes, skills and techniques | Component 2  Developing Digital Media Production Skills  Learning Outcome B Develop and apply media production and post-production processes,  skills and techniques to create a media product. | Component 1  Exploring Media Products  Learning Outcome A Investigating media products |
| **11**  **OCR GCSE Computer Science** | 2.1 Algorithms;  2.2 Programming fundamentals  2.3 Producing robust programs  2.4 Boolean logic  2.5 Programming languages and Integrated  Development Environments | Exam Preparation | Exam Preparation |
| **11**  **BTEC Tech Award Creative Media Production** | Component 1  Exploring Media Products  Learning Aim A Investigating media products  Learning 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 |