

Intent

The national curriculum for computing/media aims to ensure that all pupils:

- Can understand and apply the fundamental principles and concepts of computer science, including abstraction, logic, algorithms and data representation.
- Can analyse problems in computational terms and have repeated practical experience of writing computer programs in order to solve such problems.
- Can evaluate and apply information technology, including new or unfamiliar technologies, analytically to solve problems.
- Are responsible, competent, confident and creative users of information and communication technology.
- Develop their capability, creativity and knowledge in computer science, digital media and information technology.
- Develop and apply their analytic, problem-solving, design, and computational thinking skills
- Understand how changes in technology affect safety, including new ways to protect their online privacy and identity, and how to identify and report a range of concerns.

Media and Film Studies encourage students to become more confident and critical in their media and film consumption; teaching them how to deconstruct and decode media and film texts and appreciate how they affect viewers and audiences.

KS4 Breakdown

We study the following units before students sit the final exam.

Unit 85 Creating a Multipage Website

Students explore the different properties, purposes and features of multipage websites. They demonstrate their creativity by combining components to create a functional, intuitive and visually pleasing website.

Unit 89 Creating a Digital Video Sequence

The unit will enable learners to understand where digital video is used in the media industry such as television, film, web applications or computer gaming. The learner will also learn how these technologies are developed to reach an identified target audience.

Unit 82 Creating Digital Graphics

The aim of this unit is for learners to understand the basics of digital graphics editing for the creative and digital media sector. They will learn where and why digital graphics are used and what techniques are involved in their creation. This unit will develop learners' understanding of the client brief, time frames, deadlines and preparation techniques as part of the planning and creation process.

Extended learning

Students enjoy a number of contrasting and stimulating films as part of the curriculum and are encouraged to watch a variety of films outside of school. Additional viewings of interesting movies out of lesson time are also held – during afternoons and after school.

Viewing and reading lists are provided for students, complete with individual recommendations to help them broaden their cinematic knowledge. Students are encouraged to share their viewing experiences and discuss their critical viewpoints with their peers. New films and forthcoming collaborations are also discussed in lessons, to keep students' fingers on the pulse of trends and new projects in the film industry.