Overview

In today’s technological society ICT and Computing skills are an essential part of everyday life at home and in

the world of business. At Upper Batley High School we intend to equip learners with a range of creative

media skills and provide opportunities to develop, transferable skills such as research, planning, and review,

working with others and communicating effectively. Through the use of these skills, learners will ultimately be

creating fit-for-purpose creative media products

Outline of Course Content

Learners will study one of the following Computing qualifications:

GCSE Computer Science

This course gives learners a real, in-depth understanding of how computer technology works. It offers an

insight into what goes on ‘behind the scenes’, including computer programming. This qualification is

assessed through 2 exams at the end of Year 11, each worth 50%

Through this qualification learners will:

Develop an understanding and be able to apply the fundamental principles and concepts of Computer

Science, including abstraction, decomposition, logic, algorithms, and data representation.

Analyse problems in computational terms through practical experience of solving such problems,

including designing, writing and debugging programs.

Think creatively, innovatively, analytically, logically and critically.

Develop an understanding of the impacts of digital technology to the individual and to wider society

BTEC Creative iMedia

The Creative iMedia course provides learners with the opportunity to develop creative and digital media skills

which have become an essential part of everyday life. Learners will use research, planning, designing and

reviewing skills to develop creative media products for a given purpose. The course is 75% internally assessed

via three separate exam board set scenarios which take up approximately 30 hours in total and an externally

assessed 1 hour and 15 minute written examination worth 25% of the overall grade.

Extracurricular and Enrichment Opportunities

Learners can enhance their learning and access all resources/materials via Google Classroom. They also have

the opportunity to further their learning through after school coaching sessions. Gaming club and homework

activity support is available to all learners at lunch time. After school programming sessions are delivered by