

Alcester Academy Curriculum Planning: Assessment in ICT & Computing

Pupils in ICT & Computing lessons complete a range of different projects throughout Key Stage 3. All projects are continually assessed throughout the year, and pupils receive regular written and verbal feedback. Feedback is provided primarily through google classroom, where pupils also complete their own learning logs throughout each year, outlining what is delivered in projects, and how they have responded to teacher feedback.

During KS4 two pathways are available in ICT & computing; OCR Cambridge National in Creative iMedia (levels 1&2) graded Pass level 1 up to Distinction Star level 2, and OCR GCSE Computer Science, graded 9-1. The OCR Creative iMedia course is assessed through project work based tasks initially during year 9, and then pupils complete the two controlled coursework based assignments during years 10 and 11. Units R094 (Visual Identity & Digital Graphics worth 25%), and R099 (Digital Game Creation worth 35%) are assessed using the course specification criteria. Pupils also complete the mandatory R093 Creative iMedia external exam (worth 40% of the final grade) in summer of year 11. The OCR GCSE in computer science is assessed both through project work and individual unit assessments during years 9 & 10. During year 11, pupils prepare for the two external exams during the summer exam window, both of which constitute 50% towards the final assessment result.

| | Year 7 | Year 8 | Year 9 | Year 10 | Year 11 |
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| Autumn 1 | <p>What: Projects 1 & 2; Network introduction & Website Design.</p> <p>How: Continual assessment of website design progress during autumn 1.</p> <p>Code.org Programming Essentials online coding also assessed continually throughout.</p> <p>When: End of autumn 2 term.</p> | <p>What: Projects 1; Fusion Introduction – Chocobreak game design, and OSA e safety update.</p> <p>How: Continual assessment of fusion introduction progress during autumn 1, culminating in final assessment quiz using google forms. Pupils complete the yearly update for the online safety alliance e-safety</p> | <p>What: OCR Creative iMedia Project 1; Photopea photoediting, or GCSE Computer Science; introduction/transition workbook.</p> <p>How: Continual assessment of Photopea progress/transition workbooks for both iMedia & Computer Science. Introduction to use of Smart Revise for Computer Science</p> | <p>What: OCR Creative iMedia R094 (Visual Identity & Digital Graphics) sample assignment (continued), or GCSE Computer Science: 1.3 computer networks, connections & protocols.</p> <p>How: Use of coursework specification assessment criteria for R094 set assignment. End of module test for 1.3 computer networks,</p> | <p>What: OCR Creative iMedia R099 (Digital Games) controlled coursework set assignment, or GCSE Computer Science: 2.3 producing robust programs.</p> <p>How: Use of coursework specification assessment criteria for R099 set assignment. End of module test for 2.3 producing robust</p> |

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| | | <p>course, and need 80% to complete.</p> <p>When: End of autumn 1 term.</p> | <p>group & E-revision platform for iMedia</p> <p>Introduction of theory topics for R093 Creative iMedia external exam element in iMedia, using Flip Learning Log.</p> <p>When: End of autumn 2 term.</p> | <p>connections & protocols. Use of smart revise assessment data throughout for Computer Science.</p> <p>Continuation of theory topics for R093 Creative iMedia external exam element in iMedia, using Flip Learning Log.</p> <p>When: End of autumn 1 term.</p> | <p>programs. Use of smart revise assessment data throughout for Computer Science.</p> <p>Continuation of theory topics for R093 Creative iMedia external exam element in iMedia, using Flip Learning Log.</p> <p>When: End of autumn 2 term.</p> |
| Autumn 2 | <p>What: Projects 2 & 3; Website Design (continued), & OSA e safety</p> <p>How: Continual assessment of website design progress during autumn 2, culminating in final assessment quiz completed using Google Forms.</p> <p>Pupils then complete the online safety alliance e-safety course, and need 80% to complete.</p> <p>Code.org Programming Essentials online coding</p> | <p>What: Projects 3 – Photopea photoediting</p> <p>How: Continual assessment of photopea progress during autumn 2, culminating in final assessment quiz using google forms.</p> <p>When: End of autumn 2 term.</p> | <p>What: OCR Creative iMedia Project 1; Photopea Photoediting (continued) & Project 2; Construct3 game design skills learning log, or GCSE Computer Science; Python Programming.</p> <p>How: Continual assessment of Construct 3 game design skills learning log project during autumn 2. Continual assessment of Python programming mini-assignments.</p> <p>Continuation of theory topics for R093 Creative</p> | <p>What: OCR Creative iMedia R094 (Visual Identity & Digital Graphics) controlled coursework set assignment, or GCSE Computer Science: 1.4 network security.</p> <p>How: Use of coursework specification assessment criteria for R094 set assignment. End of module test for 1.4 network security. Use of smart revise assessment data throughout for Computer Science.</p> | <p>What: OCR Creative iMedia R099 (Digital Games) controlled coursework set assignment, or GCSE Computer Science: 2.4 boolean logic.</p> <p>How: Use of coursework specification assessment criteria for R099 set assignment. Exam practice & preparation for R081 (Pre-production skills) external exam content. End of module test for 2.4 boolean logic. Use of smart revise assessment data</p> |

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| | <p>also assessed continually throughout.</p> <p>When: Tests throughout each sub-topic during the OSA course.</p> <p>When: End of autumn 2 term.</p> | | <p>iMedia external exam element in iMedia, using Flip Learning Log.</p> <p>When: End of autumn 2/spring 1 term.</p> | <p>Continuation of theory topics for R093 Creative iMedia external exam element in iMedia, using Flip Learning Log.</p> <p>When: End of autumn 2 term.</p> | <p>throughout for Computer Science.</p> <p>Continuation of theory topics for R093 Creative iMedia external exam element in iMedia, using Flip Learning Log.</p> <p>When: End of autumn 2 term.</p> |
| Spring 1 | <p>What: Project 3: Scratch Coding</p> <p>How: Continual assessment of scratch progress during spring 1, pupils complete a range of individual mini-projects based on Raspberry Pi foundation resources, delivering initial concepts of Computer Science.</p> <p>Code.org Programming Essentials online coding also assessed continually throughout.</p> <p>When: End of spring 2 term.</p> | <p>What: Project 4; Mobile App Development</p> <p>How: Continual assessment of Mobile App Development, culminating in final assessment quiz using google forms.</p> <p>When: End of spring 1 term.</p> | <p>What: OCR Creative iMedia Project 2; Construct3 game design skills or GCSE Computer Science; Python Programming, & 1.1 Systems Architecture.</p> <p>How: Continual assessment of Construct 3 game design skills. End of module test for 1.1 systems architecture, and continual assessment of Python programming mini-assignments. Use of smart revise assessment data throughout for Computer Science, and ERevision for iMedia.</p> | <p>What: OCR Creative iMedia R094 (Visual Identity & Digital Graphics) controlled coursework set assignment, or GCSE Computer Science: 1.5 systems software.</p> <p>How: Use of coursework specification assessment criteria for R082 set assignment. End of module test for 1.5 systems software. Use of smart revise assessment data throughout for Computer Science.</p> <p>Continuation of theory topics for R093 Creative iMedia external exam</p> | <p>What: OCR Creative iMedia R099 (Digital Games) controlled coursework set assignment, or GCSE Computer Science: 2.5 programming languages & IDEs.</p> <p>How: Use of coursework specification assessment criteria for R099 set assignment. Exam practice & preparation for R093 (Creative iMedia) external exam content. End of module test for 2.5 programming languages & IDEs. Use of smart revise assessment data</p> |

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| | | | Continuation of theory topics for R093 Creative iMedia external exam element in iMedia, using Flip Learning Log. When: End of spring 1 term. | element in iMedia, using Flip Learning Log. When: End of spring 1 term. | throughout for Computer Science. When: End of spring 2 term. |
| Spring 2 | <p>What: Project 3: Scratch Coding (continued)</p> <p>How: Continual assessment of scratch progress during spring 1, pupils complete a range of individual mini-projects based on Raspberry Pi foundation resources, delivering initial concepts of Computer Science.</p> <p>Code.org Programming Essentials online coding also assessed continually throughout.</p> <p>When: End of spring 2 term.</p> | <p>What: Project 5; Introduction to Python programming</p> <p>How: Continual assessment of Introduction to Python programming, culminating in final assessment quiz using google forms.</p> <p>When: End of spring 2 term.</p> | <p>What: OCR Creative iMedia Project 3; Elevate game design practice project, or GCSE Computer Science; Python Programming, & 1.1 Systems Architecture.</p> <p>How: Continual assessment of visual Elevate game design project. End of module test for 1.1 systems architecture, and continual assessment of Python programming mini-assignments. Use of smart revise assessment data throughout for Computer Science, and ERevision for iMedia</p> <p>Continuation of theory topics for R093 Creative iMedia external exam</p> | <p>What: OCR Creative iMedia R099 (Digital Games) sample assignment, or GCSE Computer Science: 1.6 ethical, legal, cultural & environmental concerns.</p> <p>How: Use of coursework specification assessment criteria for R099 set assignment. End of module test for 1.6 ethical, legal, cultural, environmental concerns. Use of smart revise assessment data throughout for Computer Science.</p> <p>Continuation of theory topics for R093 Creative iMedia external exam element in iMedia, using Flip Learning Log.</p> | <p>What: OCR Creative iMedia R099 (Digital Games) controlled coursework set assignment, or GCSE Computer Science: revision techniques, exam content, exemplar question technique.</p> <p>How: Use of coursework specification assessment criteria for R092 set assignment. Exam practice & preparation for R093 (Creative iMedia) external exam content. Exam technique, exemplar question/answer for computer science.</p> <p>When: End of summer 1 term.</p> |

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| | | | <p>element in iMedia, using Flip Learning Log.</p> <p>When: End of spring 2 term/summer 1 term.</p> | <p>When: End of spring 2 term.</p> | |
| <p>Summer 1</p> | <p>What: Project 4; Spyschool Spreadsheets</p> <p>How: Continual assessment of modelling data progress during spring 2, culminating in final assessment quiz using google forms.</p> <p>Code.org Programming Essentials online coding also assessed continually throughout.</p> <p>When: End of summer 1 term.</p> | <p>What: Project 6; Ultimate Breakout game design using Construct3</p> <p>How: Continual assessment of ultimate breakout game design, culminating in final assessment quiz using google forms.</p> <p>When: End of summer 1 term.</p> | <p>What: OCR Creative iMedia Project 3; Elevate game design (continued), or GCSE Computer Science; Python Programming, & 1.2 Memory & Storage.</p> <p>How: Continual assessment of Elevate game design project. End of module test for 1.2 memory & storage, and continual assessment of Python programming mini-assignments. Use of smart revise assessment data throughout for Computer Science, and ERevision for iMedia.</p> <p>Continuation of theory topics for R093 Creative iMedia external exam element in iMedia, using Flip Learning Log.</p> <p>When: End of summer 1 term.</p> | <p>What: OCR Creative iMedia R099 (Digital Games) sample assignment, or GCSE Computer Science: 2.1 algorithms.</p> <p>How: Use of coursework specification assessment criteria for R085 set assignment. End of module test for 2.1 algorithms. Use of smart revise assessment data throughout for Computer Science.</p> <p>Continuation of theory topics for R093 Creative iMedia external exam element in iMedia, using Flip Learning Log.</p> <p>When: End of summer 1 term.</p> | <p>What: OCR Creative iMedia R093 (Creative iMedia) external exam content, or GCSE Computer Science: revision techniques, exam content, exemplar question technique.</p> <p>How: Exam practice & preparation for R093 (Creative iMedia) external exam content. Exam technique, exemplar question/answer for computer science.</p> <p>When: End of summer 1 term.</p> |

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| <p>Summer 2</p> | <p>What: Project 5; BBC Microbit</p> <p>How: Continual assessment of BBC Microbit project during summer 2, culminating in final assessment quiz using google forms.</p> <p>Code.org Programming Essentials online coding also assessed continually throughout.</p> <p>When: End of summer 2.</p> | <p>What: Project 7; Blender animations</p> <p>How: Continual assessment of blender animations, culminating in final assessment quiz using google forms.</p> <p>When: End of summer 2 term.</p> | <p>What: OCR Creative iMedia R094 sample assignment, or GCSE Computer Science; Python Programming, & 1.2 Memory & Storage. Start 1.3 Computer networks, connections & protocols.</p> <p>How: Continual assessment of R094 sample project. End of module test for 1.2 memory & storage, and continual assessment of Python programming mini-assignments. Use of smart revise assessment data throughout for Computer Science, and ERevision for iMedia.</p> <p>Continuation of theory topics for R093 Creative iMedia external exam element in iMedia, using Flip Learning Log.</p> <p>When: End of summer 2 term.</p> | <p>What: OCR Creative iMedia R099 (Digital Games) controlled coursework set assignment, or GCSE Computer Science: 2.2 programming fundamentals.</p> <p>How: Use of coursework specification assessment criteria for R099 set assignment. End of module test for 2.2 programming fundamentals. Use of smart revise assessment data throughout for Computer Science.</p> <p>Continuation of theory topics for R093 Creative iMedia external exam element in iMedia, using Flip Learning Log.</p> <p>When: End of summer 2 term.</p> | <p>What: OCR Creative iMedia R093 (Creative iMedia) external exam content, or GCSE Computer Science: revision techniques, exam content, exemplar question technique.</p> <p>How: Exam practice & preparation for R093 (Creative iMedia) external exam content. Exam technique, exemplar question/answer for computer science.</p> <p>When: End of summer 2 term.</p> |
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