

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 throughout the year, and pupils receive regular written feedback. Each pupil has their own assessment profile where results are displayed, together with written comments and feedback from staff explaining how they can improve. Pupils also complete their own learning log 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 three controlled coursework based assignments during year 10 and year 11. Units R082 (Digital Graphics), R085 (Multi-page website design), and R092 (Digital Game Creation) are assessed using the course specification criteria. Pupils also complete the mandatory R081 Pre-production documents external exam in January of year 11, and have one opportunity to retake this if necessary during the summer exam period. Each unit in Creative iMedia constitutes 25% of the final assessment result. The OCR GCSE in computer science is assessed through both project work and individual unit assessments during year 9, pupils then complete the mandatory 20 hour coursework based project during year 10. During year 11 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
Autumn 1	<p>What: Projects 1&2; Network introduction & E-Safety, and Scratch.</p> <p>How: Pupils complete the online safety alliance e-safety course, and need 80% to complete. Continual assessment of each Scratch project during module 1 (6 mini-projects to complete in total)</p>	<p>What: Projects 1; Fusion game design engine introduction</p> <p>How: Continual assessment of Fusion Introduction during autumn 1.</p> <p>When: End of autumn 1 term.</p>	<p>What: OCR Creative iMedia Project 1; GadgetsRUs website design, or GCSE Computer Science; Introduction to Python, & Systems Architecture.</p> <p>How: Continual assessment of GadgetsRUs website design during autumn 1. End of module tests for Python Introduction &</p>	<p>What: OCR Creative iMedia R082 (Digital Graphics) controlled coursework set assignment. GCSE CS Unit 1 Systems Architecture.</p> <p>How: Use of coursework specification assessment criteria for R082 set assignment. Use of end of topic tests & smart revise data for</p>	<p>What: OCR Creative iMedia R092 (Digital Game Creation) controlled coursework set assignment. GCSE CS: NEA project work.</p> <p>How: Use of coursework specification assessment criteria for R092 set assignment.</p> <p>When: End of autumn 2</p>

	When: Tests throughout each sub-topic during the OSA course.		Systems architecture. When: End of autumn 1 term.	systems architecture, memory & storage. When: End of autumn 1 term.	term.
Autumn 2	What: Projects 3-5; Binary Numbers, Technology, Stop Frame Animation How: Continual assessment of each project during Autumn 2. When: End of autumn 2 term.	What: Projects 2; Python Coding How: Continual assessment of each mini-project during Autumn 2. When: End of autumn 2 term.	What: OCR Creative iMedia Project 2; Fusion game design, or GCSE Computer Science; Python Programming, & Memory. How: Continual assessment of game design project during autumn 2. End of module test for memory, and continual assessment of Python programming mini-assignments. When: End of autumn 2 term.	What: OCR Creative iMedia R082 (Digital Graphics) controlled coursework set assignment. GCSE CS Unit 1 Systems Architecture. How: Use of coursework specification assessment criteria for R082 set assignment. Use of end of topic tests & smart revise data for wired & wireless network, network topologies. When: End of autumn 2 term.	What: OCR Creative iMedia R092 (Digital Game Creation) controlled coursework set assignment. R081 (Pre-Production skills external exam content) GCSE CS: NEA project work. How: Use of coursework specification assessment criteria for R092 set assignment. Exam practice & preparation for R081 (Pre-production skills) external exam content When: End of autumn 2 term.
Spring 1	What: Projects 6; Website Design How: Continual assessment of website design project during Spring 1. When: End of spring 1	What: Project 3 Ultimate Breakout Game Design (Advanced Fusion) How: Continual assessment of initial aspects of game design project during spring 1	What: OCR Creative iMedia Project 3; Fusion skills learning log development, or GCSE Computer Science; Python Programming, & Storage, Wired/Wireless networks.	What: OCR Creative iMedia unit R085 (Multipage website). GCSE CS Unit 1 Systems Architecture. How: Continual assessment of R085 LO1-LO3 classwork	What: OCR Creative iMedia R081 (Pre-Production skills) external exam content. GCSE CS Units 1&2. How: Exam practice & preparation for R081 (Pre-production skills)

	term.	(research, analysis, multimedia moodboard, storyboard planning). When: End of spring 1 term.	How: Continual assessment of fusion skills learning log project during spring 1. Continual assessment of Python programming mini-assignments. When: End of spring 1 term.	tasks during spring 1. Use of end of topic tests & smart revise data for system security & systems software. When: End of spring 1 term.	external exam content Use of end of topic tests & smart revise data for data representation. Use of smart revise resources, past papers to revisit unit 1&2 content. When: End of summer 1 term.
Spring 2	What: Projects 7; Advanced Scratch How: Continual assessment of each advanced Scratch project during module 2 (6 mini-projects to complete in total) When: End of spring 2 term.	What: Project 3 Ultimate Breakout Game Design (Advanced Fusion) How: Continual assessment of game engine design aspects of project during spring 2 (graphics creation, game engine events creation, testing & evaluation). When: End of spring 2 term.	What: OCR Creative iMedia Project 4; Photoplus skills learning log development, or GCSE Computer Science; Python Programming, & Network Topologies. How: Continual assessment of Photoplus skills learning log project during spring 2. End of module test for network topologies, and continual assessment of Python programming mini-assignments. When: End of spring 2 term.	What: OCR Creative iMedia R085 (Multitpage Websites) controlled coursework set assignment. GCSE CS Unit 1 Systems Architecture. How: Use of coursework specification assessment criteria for R085 set assignment. Use of end of topic tests & smart revise data for ethical, legal & environmental concerns, & Algorithms. When: End of summer 1 term.	What: OCR Creative iMedia R081 (Pre-Production skills) external exam content. GCSE CS Units 1&2. How: Exam practice & preparation for R081 (Pre-production skills) external exam content Use of smart revise resources, past papers to revisit unit 1&2 content. When: End of summer 1 term.
Summer 1	What: Projects 8;	What: Projects 4; Html	What: OCR Creative	What: OCR Creative	What: OCR Creative

	<p>Python Coding Introduction</p> <p>How: Continual assessment of Python Introduction tasks during summer 1.</p> <p>When: End of summer 1.</p>	<p>How: Continual assessment of Html project during summer 1.</p> <p>When: End of summer 1 term.</p>	<p>iMedia unit R082 (Digital Graphics), or GCSE Computer Science; System Security.</p> <p>How: Continual assessment of R082 LO1 classwork tasks during summer 1. End of module test for system security.</p> <p>When: End of summer 1 term.</p>	<p>iMedia R085 (Multitpage Websites) controlled coursework set assignment. GCSE CS Units 1&2.</p> <p>How: Use of coursework specification assessment criteria for R085 set assignment. Use of end of topic tests & smart revise data for programming techniques, and producing robust programs.</p> <p>When: End of summer 1 term.</p>	<p>iMedia R081 (Pre-Production skills) external exam content.</p> <p>How: Exam practice & preparation for R081 (Pre-production skills) external exam content Use of smart revise resources, past papers to revisit unit 1&2 content.</p> <p>When: End of summer 1 term.</p>
Summer 2	<p>What: Projects 9; Fusion game design engine introduction</p> <p>How: Continual assessment of Fusion Introduction during summer 2.</p> <p>When: End of summer 2 term.</p>	<p>What: Project 5; Video Editing</p> <p>How: Continual assessment of video editing during summer 2.</p> <p>When: End of summer 2 term.</p>	<p>What: OCR Creative iMedia unit R082 (Digital Graphics), or GCSE Computer Science; System Software.</p> <p>How: Continual assessment of R082 LO1-LO3 classwork tasks during summer 2. End of module test for system software.</p> <p>When: End of summer 2 term.</p>	<p>What: OCR Creative iMedia unit R092 (Digital Game Creation). GCSE CS Units 1&2.</p> <p>How: Continual assessment of R092 LO1-LO3 classwork tasks during summer 2. Use of end of topic tests & smart revise data for computational logic, & translators & facilities of languages.</p>	<p>What: OCR Creative iMedia R081 (Pre-Production skills) external exam content.</p> <p>How: Exam practice & preparation for R081 (Pre-production skills) external exam content</p> <p>When: End of summer 2 term.</p>

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