

ICT Technical Award

Eduqas Level 1 / 2 Vocational Award in ICT

- The Vocational Award in ICT has been designed to support learners in schools who want to learn about this vocational sector and the potential it can offer them for their careers or further study.

Unit 1 – ICT in Society

- How IT can be used to fulfil the needs of organisations and individuals
- How data and information is used and transferred
- Legal, moral, ethical, cultural and environmental impacts of IT and the need for cybersecurity
- On-Screen examination **(40% of final mark)**

Unit 2 – ICT in Context

- Planning, creating, modifying and using databases
- Planning, creating, modifying and using spreadsheets
- Planning, creating and modifying an automated document
- Planning, creating, manipulating and storing images
- Controlled Assessment **(60% of final mark)**

GCSE Computer Science

OCR J277

- A more specialist qualification for those wishing to pursue routes involving computer science
- Top two sets of Maths
- Controlled Assessment Python Programming (Currently not assessed)

Unit 1 - Computer Systems

- Systems architecture
- Memory and storage
- Computer networks, connections and protocols
- Network security
- Systems software
- Ethical, legal, cultural and environmental impacts of digital technology
- Written examination **(50% of final mark)**

Unit 2 - Computational Thinking, Algorithms and Programming

- Algorithms
- Programming fundamentals
- Producing robust programs
- Boolean logic
- Programming languages and Integrated Development Environments
- Written examination **(50% of final mark)**

The course: GCSE Computer Science

Unit	Assessment	Weighting
Computer systems	Exam 80 marks 1 hour 30 minutes (no calculators)	50%
Computational thinking, algorithms and programming	Exam 80 marks 1 hour 30 minutes (no calculators)	50%
Practical programming	During the course, all students must be given the opportunity to undertake a programming task, either to a specification or to solve a problem.	

How students will be taught

Flipped classroom approach

Homework	Watch videos in preparation for the next lesson. Make notes about what you learn and questions you have.
Starter activity	Gets you thinking right from the start of every lesson.
Theory activity	Complete the Student Learning Record workbooks.
Discussion	Answer questions you prepared during your homework.
Practical activity	Programming – working on specific tasks or independently learning Python through a series of challenges.
Assessment	Tests at the end of each unit – classwork is marked.

Homework exercise books

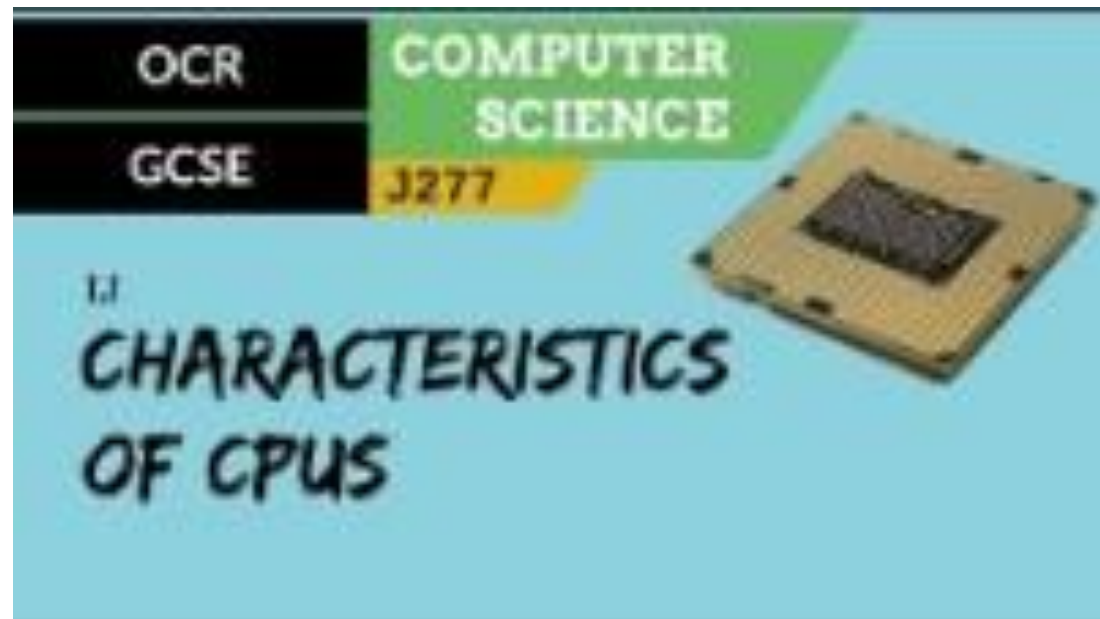
- Your homework is to watch videos and make notes when you are prompted.
- You will need these notes for your class work.
- Write down any questions you have about the subject to ask during lesson time.
- Start a new page in your book for each video.
- Write the title of the video at the top of the page.
- The quality of your notes will determine your homework standard grade.

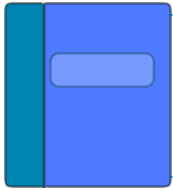


HOMework

Watch the following video(s) before the next lesson and make notes:

- 1.1 The purpose of the CPU: The fetch-execute cycle
- 1.1 Common CPU components and their function

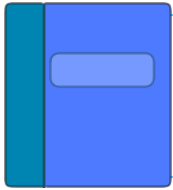




A world of online resources

TuringLab.co.uk	Online python workshops
Isaac computer science	GCSE course online - FREE
Seneca Learning	GCSE revision questions - FREE
Craig n Dave Revision videos	Online on Craig 'n' Dave Computer Science for Teachers (craigdave.org)
W3Schools	Learn ANY type of programming!

Email Mr J on: mjames@castle.bep.ac



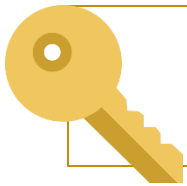
ACTIVITY

In what ways is a mobile phone a computer?

Label a picture of a mobile phone to explain your reasoning.

Remember, think:

“Input, process, output, storage, communication.”



KEY QUESTION