

LEARNING JOURNEY GCSE Computer Science

YEAR 10 – Computer Science: TERM 3



J277/01 – COMPUTER SYSTEMS

PRIOR LEARNING (from Key Stage 3):

	TERM 1	TERM 2	TERM 3
YEAR 7	MY DIGITAL WORLD Be SMART online and using ICT Software Mastery: Microsoft Suite	AUDIENCE AND PURPOSE Create products that have impact Software Mastery: PowerPoint	UNDERSTANDING COMPUTERS How computers work Software Mastery: Scratch
YEAR 8	DIGITAL MEDIA Being creative in a digital world Software Mastery: Photoshop	CYBER SECURITY Living in the modern world Software Mastery: PowerPoint	PYTHON BASICS Begin to programme Software Mastery: Python
YEAR 9	CREATIVE DESIGN Creative iMedia taster Software Mastery: Photoshop	ADVANCED PYTHON Computer Science taster Software Mastery: Python	CREATE A VIDEO Research developing technology Software Mastery: Premier Elements

Aim of the Unit

In this unit students will learn how to develop an understanding of the impact of IT. Students will learn how the ethical and cultural impact of IT systems in the modern world. Students will also learn about current IT legislation that helps protect individuals and organisations.

Topics to be covered:

- Modern World
- Ethical, cultural and environmental issues
- Legislation

Assessment Procedure

The topics covered in this unit, will help prepare students for some of the theory needed for Paper 1. This will be examined at the end of Year 11 and is worth 50% of the final mark for the course. During the lessons, students will undertake informal MCQ (multiple choice questions) to diagnose misconceptions. They will then undertake an end of unit assessment. The assessment will be out of 50 marks.

Homework

Homework will be set at least once a week. Seneca assignments will be assigned to help with knowledge retrieval in the run up to assessments. Details of individual homework can be found on Synergy.

How can you help?

Encourage your child to attend sessions with their teacher after school to improve their understanding. They should also review their theory regularly at home, as well as complete homework's thoroughly as they are all from past exam papers. Support is also available through explainer videos contained on the class team's page.

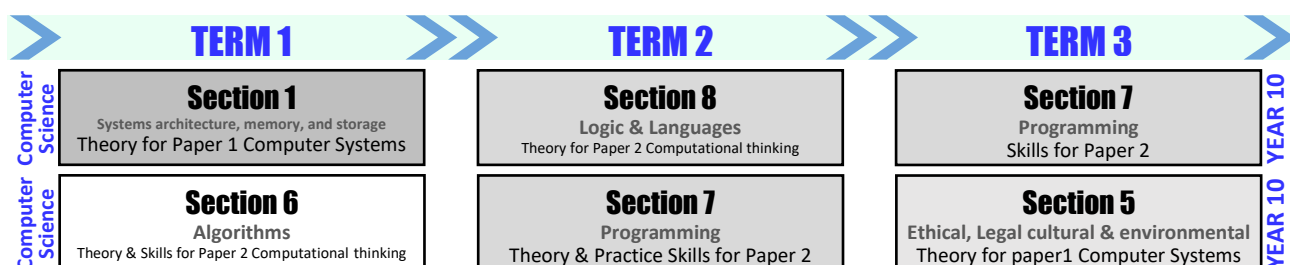


Unit 5 – ETHICAL,LEGAL, CULTURAL & ENVIRONMENTAL IMPACTS OF DIGITAL TECHNOLOGY (Knowledge & Skills)				
5.1 Computer Systems in the modern world		Date:	😊	😐
Communication Employment Shopping Manufacturing recent developments Driverless cars Artificial intelligence Environmental Impact Computers and Safety				
5.2 Ethical, cultural and environmental issues		Date:	😊	😐
Stakeholder Healthcare Social networking Rating culture Disinformation Fake news Risks of digital technology				
5.3 Legislation and privacy		Date:	😊	😐
Data protection act Computer misuse act copyright designs and patents act software licences Proprietary open source freeware privacy metadata Cookies Hacking				

Revision, Test and Closing the Gap for topics covered so far

TEST RESULT :	Target Grade :
Mark :	Percentage :
Grade :	On target?

FUTURE LEARNING :



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★ SINCERE ★ THOUGHTFUL ★ ASPIRATIONAL ★ RESILIENT ★ SOLIDARITY ★