Computing Department

Courses offered (can only choose **one**)

Level 2 Certificate: **Creative iMedia**	GCSE: **Computer Science**
Vocational qualification • Equivalent to GCSEs • Grades awarded: Pass, Merit, Distinction or Distinction* • Enjoy hands-on approach to explore areas of creative media	GCSE • Grades achieved 9 - 1 • Considered as difficult as GCSE Physics • Enjoy problem solving and have strong mathematical skills

Which course?

Level 2 Certificate: **Creative iMedia**	GCSE: **Computer Science**
✓ Prefer **coursework** to examinations (60% coursework over the two years)	✓ Enjoy theory work and **independent** research skills (**100% exam**)
✓ Enjoyed previous units on **PowerPoint** and **Photoshop**	✓ Enjoyed and confident in programming skills from the first unit in Year 9 on **Python**
✓ Prefer **using** computers for a specific purpose	✓ Keen on finding out **how** computers work (RAM, ROM, CPU…)
✓ Confident and enjoy using Photoshop and PowerPoint	✓ Confident and enjoy Python and keen to explore other programming languages
✓ Learning how ICT is used in a **creative** way outside of school e.g. photography, video	✓ Have explored **programming** projects like Micro: bit, Raspberry Pi or enjoy building

Life after LHS

Level 2	**Cambridge Nationals:** Creative iMedia	**GCSE** Computer Science
Level 3	**Cambridge Technicals:** Digital iMedia [or other IT Level 3 course] (or move to A Level)	**A-Level** Computing / Computer Science [Program, HW/SW] (GCSE Maths B+)
Level 4	**ICT Degree** [Mainstream ICT]	**Technical Degree** [Program, HW/SW
Possible career choices: Youtuber / Vlogger, Computer Games Developer, Cyber Security Intelligence Officer, User Experience Designer, Software Developer / Engineer, Systems Analyst / Engineer		For more information, view this PowerPoint: SCAN ME

Level 2 Certificate: **Creative iMedia**	GCSE: **Computer Science**
Course structure	
• 2 pieces of coursework: 60% • 1 examination: 40%	• 2 examination: 100%
Differences	
How computers are **used** How to **use** specialist creative software Software used: • Graphics (Photoshop) • Presentations (PowerPoint)	How computers **work** How to **create** software for computers to run Software used: • Python • 3 other programming languages
Units	
Creative iMedia in the media industry • How media products get their meaning across, create impact and appeal to people **Visual identity and digital graphics** • How to create original digital graphics for specific audiences **Interactive digital media** • Design and create multimedia content of different kinds including interactive elements necessary for an effective user experience.	**Computer systems** • Study the architecture of systems, memory, storage, networks, protocols and layers, security, systems software and moral/social/legal/cultural and environmental concerns **Computational thinking, algorithms and programming** • Study algorithms and programming, programming techniques, computational logic, translators and facilities of computing languages and data representation. Become familiar with computing related mathematics. **Programming project** (Year 11) • Using Python to create a solution to a given problem