



# GCSE COMPUTER SCIENCE

**Paper 1**  
Weighting  
Exam/NEA

**Component 1**  
50%  
Exam

**Paper 2**  
Weighting  
Exam/NEA

**Component 2**  
50%  
Exam

**Exam  
Board**

OCR  
GCSE Computer Science



## Useful Information

### Useful Links/Resources

#### Something to listen to:

Diary of a CEO with Steven Barlett  
Deep questions with Cal Newport  
Computer Science: Just the useful bits

#### Something to watch:

Click (on bbc iplayer)  
Hunted (4 on demand)  
The Social Network  
Hackers

#### Something to read

Ready Player One by Ernest Cline  
Hello World by Hannah Fry  
Bletchly Park Brain Teasers by Sinclair McKay  
The Little Book of Algorithms 2.0 by William Lau



# GCSE COMPUTER SCIENCE

## Year 10

### Term 1

Programming recap  
Systems Architecture  
Networks  
Wired/Wireless Networks

### Term 2

Computational Thinking  
Data Types  
Logic Gate  
Truth Tables  
Mathematical Operators

### Term 3

Robust Programming  
Network Threats  
Network Protection Methods  
SQL  
Programming Project

## Year 11

### Term 1

Programming Project  
Systems Software  
Data Representation

### Term 2

Translators/IDEs  
File handling  
Functions & Procedures  
Arrays  
Ethical Issues

### Term 3

Revision and Exam Preparation



10101  
10101

# CAMBRIDGE NATIONAL - CREATIVE IMEDIA

<b>Paper 1</b> Weighting Exam/NEA	RO93 Creative iMedia in the media industry 40% Exam
<b>Paper 2</b> Weighting Exam/NEA	RO94 Visual identity and digital graphics 25% Controlled Assessment
<b>Paper 3</b> Weighting Exam/NEA	RO97 Interactive digital media 35% Controlled Assessment
<b>Exam Board</b>	OCR Cambridge Nationals in iMedia J834



## Useful Links/Resources

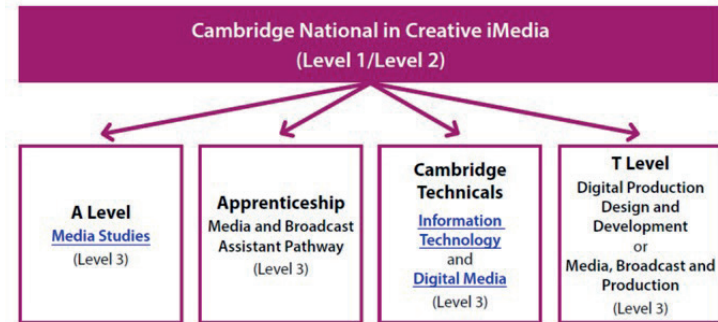
### Qualification Overview

<https://www.ocr.org.uk/qualifications/cambridge-nationals/creative-imedia-level-1-2-j834/>

### Guide to assessment

<https://www.ocr.org.uk/qualifications/cambridge-nationals/creative-imedia-level-1-2-j834/assessment/>

## Useful Information



Word(s)	Students will....
<b>Analyse</b>	<ul style="list-style-type: none"> <li>Separate or break down information into parts and identify their characteristics or elements.</li> <li>Explain the pros and cons of a topic or argument and make reasoned comments.</li> <li>Explain the impacts of actions using a logical chain of reasoning.</li> </ul>
<b>Annotate</b>	<ul style="list-style-type: none"> <li>Add information, for example, to a table, diagram or graph until it is final.</li> <li>Add all the needed or appropriate parts.</li> </ul>
<b>Calculate</b>	<ul style="list-style-type: none"> <li>Get a numerical answer showing how it has been worked out.</li> </ul>
<b>Choose</b>	<ul style="list-style-type: none"> <li>Select an answer from options given.</li> </ul>
<b>Circle</b>	<ul style="list-style-type: none"> <li>Select an answer from options given.</li> </ul>
<b>Compare and contrast</b>	<ul style="list-style-type: none"> <li>Give an account of the similarities and differences between two or more items or situations.</li> </ul>
<b>Complete</b>	<ul style="list-style-type: none"> <li>Add all the needed or appropriate parts.</li> <li>Add information, for example, to a table, diagram or graph until it is final.</li> </ul>
<b>Create</b>	<ul style="list-style-type: none"> <li>Produce a visual solution to a problem (for example a mind map, flowchart or visualisation).</li> </ul>
<b>Describe</b>	<ul style="list-style-type: none"> <li>Give an account including all the relevant characteristics, qualities or events.</li> <li>Give a detailed account of.</li> </ul>
<b>Discuss</b>	<ul style="list-style-type: none"> <li>Present, analyse and evaluate relevant points (for example, for/against an argument).</li> </ul>
<b>Draw</b>	<ul style="list-style-type: none"> <li>Produce a picture or diagram.</li> </ul>
<b>Evaluate</b>	<ul style="list-style-type: none"> <li>Make a reasoned qualitative judgement considering different factors and using available knowledge/experience.</li> </ul>
<b>Explain</b>	<ul style="list-style-type: none"> <li>Give reasons for and/or causes of.</li> <li>Use the words or phrases such as 'because', 'therefore' or 'this means that' in answers.</li> </ul>
<b>Fill in</b>	<ul style="list-style-type: none"> <li>Add all the needed or appropriate parts.</li> <li>Add information, for example, to a table, diagram or graph until it is final.</li> </ul>
<b>Identify</b>	<ul style="list-style-type: none"> <li>Select an answer from options given.</li> <li>Recognise, name or provide factors or features.</li> </ul>
<b>Justify</b>	<ul style="list-style-type: none"> <li>Give good reasons for offering an opinion or reaching a conclusion.</li> </ul>
<b>Label</b>	<ul style="list-style-type: none"> <li>Add information, for example, to a table, diagram or graph until it is final.</li> <li>Add all the necessary or appropriate parts.</li> </ul>
<b>Outline</b>	<ul style="list-style-type: none"> <li>Give a short account, summary or description.</li> </ul>
<b>State</b>	<ul style="list-style-type: none"> <li>Give factors or features.</li> <li>Give short, factual answers.</li> </ul>



# CAMBRIDGE NATIONAL - CREATIVE IMEDIA

## Year 10

### Term 1

#### RO94 Visual identity and digital graphics

Concepts of graphic design  
Layout conventions for different graphic products and purposes  
Technical properties of images and graphics  
Licences and permissions to use assets  
Pre-production and planning documentation  
Software tools and techniques used to create digital graphics

### Term 2

#### RO94 Visual identity and digital graphics

Licences and permissions to use assets  
Pre-production and planning documentation  
Software tools and techniques used to create digital graphics

### Term 3

#### RO97 Interactive digital media

Types of interactive digital media, content and associated hardware  
Features and conventions of interactive digital media  
Resources required to create interactive digital media products  
Pre-production and planning documentation

## Year 11

### Term 1

#### RO97 Interactive digital media

Technical skills to create and/or edit and manage assets  
Technical skills to create interactive digital media  
Techniques to test/check and review interactive digital media  
Improvements and further developments

#### RO93 Creative iMedia in the media industry

Sectors of the media industry  
Products in the media industry  
Job roles in the media industry  
Client requirements and how they are defined  
Client brief formats  
Categories of audience segmentation  
Research methods, sources and types of data

### Term 2

#### RO93 Creative iMedia in the media industry

Work planning  
Documents used to support ideas generation  
Documents used to design and plan media products

### Term 3

#### RO93 Creative iMedia in the media industry

Distribution platforms and media to reach audiences  
Properties and formats of media files  
File compression  
Revision/Exam prep

