



GCSE COMPUTER SCIENCE

Y a1 10

T a1 10

Programming recap
Systems Architecture
Networks
Wired/Wireless Networks

T a2 10

Computational Thinking
Data Types
Logic Gate
Truth Tables
Mathematical Operators

T a3 10

Robust Programming
Network Threats
Network Protection Methods
SQL
Programming Project

Y a1 11

T a1 11

Programming Project
Systems Software
Data Representation

T a2 11

Translators/IDEs
File handling
Functions & Procedures
Arrays
Ethical Issues

T a3 11

Revision and Exam Preparation



CAMBRIDGE NATIONAL - CREATIVE IMEDIA

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

U

CAMBRIDGE NATIONAL - CREATIVE IMEDIA

Year 10

Term 1

52 9LVXDO LGHQWLW\ DQG GLJLWDO JUDSKLFV

Concepts of graphic design

3H`V\ [JVU]LU[PVUZ MVY KP\LYLU [NYHWOPJ WYVK\

Technical properties of images and graphics

Licences and permissions to use assets

7YL WYVK\J[PVU HUK WSHUUPUN KVJ\TLU[H[PVU

Software tools and techniques used to create digital graphics

Term 2

52 9LVXDO LGHQWLW\ DQG GLJLWDO JUDSKLFV

Licences and permissions to use assets

7YL WYVK\J[PVU HUK WSHUUPUN KVJ\TLU[H[PVU

Software tools and techniques used to create digital graphics

Term 3

52 ,QWHUDEFWLYH GLJLWDO PHGLD

Types of interactive digital media, content and associated hardware

Features and conventions of interactive digital media

Resources required to create interactive digital media products

7YL WYVK\J[PVU HUK WSHUUPUN KVJ\TLU[H[PVU

Year 11

Term 1

52 ,QWHUDEFWLYH GLJLWDO PHGLD

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

52 &UHDWLYH LOHGLD LQ WKH PHGLD LQG XVWU\

Sectors of the media industry

Products in the media industry

Job roles in the media industry

*SPLU [YLX\PYLTLU[Z HUK OV^ [OL` HYL KLÄULK

Client brief formats

Categories of audience segmentation

Research methods, sources and types of data

Term 2

52 &UHDWLYH LOHGLD LQ WKH PHGLD LQG XVWU\

Work planning

Documents used to support ideas generation

Documents used to design and plan media products

Term 3

52 &UHDWLYH LOHGLD LQ WKH PHGLD LQG XVWU\

Distribution platforms and media to reach audiences

7YVWLY [PLZ HUK MVYTH [Z VM TLKPH ÄSLZ

File compression

Revision/Exam prep

