

KS4 COURSE OPTIONS – Year 11 Computer Science

Course Title	Level 2 Certificate in Digital Applications (CiDA)
Exam Board	Edexcel
Course Description	<p>CiDA is a GCSE equivalent qualification that focusses on practical and creative IT skills. The course is composed of three units of work. Unit 1 is a mandatory Web Design unit which all students do. This focusses on the skills needed to design and create a web site for a specific client, following a brief. Students learn how to use Dreamweaver – the leading web design package used in industry – as well as image editing software to create web content. The unit is assessed in an on-screen examination in May of Year 10.</p> <p>The other two units are on Creative Multimedia and Game Design. Students choose one of these units and complete an assessed coursework project following an online project brief. This is started in the Summer term of Year 10 and completed in Year 11.</p>
Course Content (Term 1,2,3 etc.)	<p>Term1 and 2 Students in Y11 choose one of two coursework units: Multimedia or Game Making. The whole of the year is spent working on this coursework for 75% of the final grade.</p> <p>Multimedia Unit Planning a multimedia product: Producing proposals, storyboards and scripts.</p> <p>Collecting, creating and editing digital assets for the multimedia product.</p> <p>Game Making Unit Design and developmental work: Producing a proposal, moodboard and detailed plans for every aspect of the computer game, including lists of digital assets needed and rules that will make the game function as intended.</p> <p>Term 3 and 4 Multimedia Unit Developing the multimedia product: Creating animations, filming sequences, recording sound and digitally editing these to produce a product that matches the given specification.</p> <p>Reviewing the multimedia product</p> <p>Game Making Unit Creating the game: Using Game Maker to produce a game that conforms to the given specification and follows the outline of the design documentation. This includes production of sprites, sounds and other digital assets.</p>

	<p>Term 5 and 6</p> <p>Multimedia Unit Presenting the evidence in an eportfolio: Using Dreamweaver to create a website to showcase the multimedia product and present the planning and other supporting evidence.</p> <p>Game Making Unit Game Promo: Producing a video promo to 'sell' the game to the intended target audience, using screen capture techniques and video editing skills.</p> <p>Game Review: Producing a realistic and balanced critical review of the final game, including its strengths and weaknesses and areas for further development.</p>
Extra-Curricular Opportunities	<ul style="list-style-type: none"> • Photography club (digital editing and image manipulation skills) • Kodu Club • Programming Club
Useful Websites	<ul style="list-style-type: none"> • http://www.teach-ict.com • http://www.computingatschool.org.uk • www.digizen.org • http://www.bbc.co.uk/education
Important Information	As outlined above, Students at Guilsborough selecting ICT as a GCSE/Key Stage 4 option, follow the CiDA course. The subject is taught in three lessons per week in one of our dedicated IT suites. All lesson materials are digital and hosted on the school VLE. Students do not have exercise books; all work is produced digitally and saved to their Guilsborough network accounts.
Provision For Most Able	Students in ICT are not set, but are taught in mixed-ability groups. To properly extend and challenge the most able, our schemes of work are differentiated to include a wide range of extension tasks for students identified as more-able/gifted and talented in ICT.
Assessment	<p>Students in ICT are continually assessed in lessons. The digital nature of the on-screen work means that teachers are able to easily see what a student is doing and give them on-going feedback as they progress through the tasks in a unit of work. Additionally, students are assessed on the work they have done at the end of each sub-unit and given feedback on their successes and how they can further improve.</p> <p>Assessment for the qualification itself is in two parts:</p>

	<p>Unit 1 (Web Authoring) makes up 25% of the award and is assessed in a single 2.5 hour on-screen examination in Year 10. This exam can be re-sat once in Year 11.</p> <p>Unit 2 (Creative Multimedia) and Unit 4 (Game Making) make up the remaining 75% of the award and are both coursework units, internally assessed and externally moderated. As outlined above, students choose just one of these units.</p>
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