MILLFIELD'S Computer Studies

LEARNING JOURNEY

Careers
Application analyst, Applications developer, Cyber security analyst, Data analyst, Database administrator, Forensic computer analyst, Game designer, Games developer, Information systems manager, IT consultant, Software engineer, Systems analyst, UX designer, Web designer, Web developer

Post 16

ALevel Computer Science
BTEC level 3 IT

Assessment Opportunities

Throughout KS3 students will be working on projects which will last approximately 7-8 lessons. Each unit of work follows a similar pattern;
Lesson 1-2, Students will study the theory for the project

Lesson 3, Students will be assessed on their KNOWLEDGE by completing an extended writing assessment.

Lesson 4-6 students will be putting their theory work in to practice by working on a practical task.
Lesson 7 Students will complete an assessment in class on their KNOWLEDGE and submit their project work to assess their SKILLS.
The final lesson of each unit of work students will get the opportunity to act on teacher feedback to improve their work.

Take a look at what we are doing

At Millfield our Scheme of Learning at Key Stage 3 prepares students for Our Cambridge National in IT, Enterprise and Marketing and Creative iMedia. Our Scheme explores Computing concepts, programming, problem solving, animation, graphic design, game development and basic IT skills.

Further Education

Year 11
Testing
Interactive multimedia
Validation
Data Types
Mainframe
Macros
Graphs
Functions
Basic formula
Health and Safety
Law
Storyboard
Wireframes
Visualisation diagrams
Mindmap
Moodboard

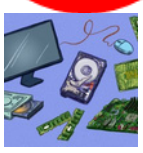
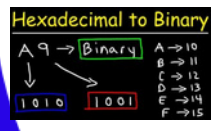
Year 10
Unit 11—Business Challenge
Unit 12—Python programming
Unit 13—Photoshop
Unit 14—project

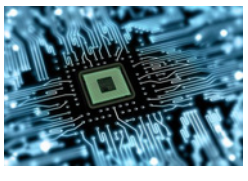
Year 9
Unit 10 — Networks
Unit 9—Spreadsheet
Unit 8—Python programming 8 ball
Unit 7—Hardware and Software

Year 8
Unit 6—Online Safety Scratch website
Unit 5—Online Safety
Unit 4—Binary to Denary conversions and Spreadsheet software
Unit 3—Makecode arcade
Unit 2—Think Like a Computer Scientist
Unit 1—How to use a Computer

Year 7

Ethernet
System
Defensive
Flowchart
Iteration
USB
Flash
Application
Analysis
Magnetic
Counter
Start
Pseudocode
AND
IAS
NOR
Storyboard
Star
Switch
Visualisation
A.I
ALU
Hub
Graphic
Ring
IDE
Input
Python
Process
Binary
Function
Scratch
RAM
Searching
Linear
Safe
Memory
Algorithm
Hexadecimal
Test
Data
Motion
Output
Von Neumann
Tween
Animation
Bus



A JOURNEY TO BEING EXCEPTIONAL