



## **KS4 Delivery**

At key stage 4 learners receive 5 hours x fortnight of ICT. We have developed a curriculum at KS4 that will get the best out of our learners and is in accordance with the range of abilities and ways pupils learn. For both GCSE and computing learners are required to do a range of mandatory and optional modules. We aim to choose topics that will challenge, engage and prepare learners for further education.

<b>Year 10 and 11</b>							
<b>Year</b>	<b>BTEC Level</b>	<b>Autumn Term 1</b>	<b>Autumn Term 2</b>	<b>Spring Term 1</b>	<b>Spring 2</b>	<b>Summer</b>	
<b>Yr10</b>	<b>GCSE</b>	B062 – Practical Applications in ICT & B061 – Theory ICT in Today’s Society		B062 – Practical Applications in ICT & B061 – Theory ICT in Today’s Society		B064 – Prep tasks for creative use in ICT	
<b>Yr10</b>	<b>Computing (OCR)</b>	A451 Computer systems and programming – theory content for exam		Practical programming in Python A452 - Practical investigation (CA coursework 1)	Practical programming in Python A452 - Practical investigation (CA coursework 1)	Practical programming in Python A452 - Practical investigation (CA coursework 1)	
<b>Yr11</b>	<b>GCSE</b>	B064 – Creative use in ICT & B063 – Theory ICT in Context				B061 – Theory ICT in Today’s Society B063 – Theory ICT in context	
<b>Yr11</b>	<b>Computing (OCR)</b>	A453 Programming Project (Controlled assessment 2) A451 Computer systems and programming – theory content for exam	A453 Programming Project (Controlled assessment 2) A451 Computer systems and programming – theory content for exam	A451 Computer systems and programming – theory content for exam			