

## Ormiston Beachcroft Academy Vision for Education – IT 2022-2023

The Curriculum Vision for Information Communication Technologies / Information Technologies / Creative iMedia / Esports

The school's mission is **Together Everyone Achieves More**. Our values are built on the four principles of Trust, Excellence, Ambition, Motivation: we are a community built on Trust, we strive for Excellence in everything we do, we are Ambitious in our aims and we are Motivated to help all succeed.

With these values and principles in mind, we need to ensure that learners can achieve both currency and character. Our learners must be able to achieve qualifications that will support life chances, whilst being able to develop as individuals who have the characteristics that will allow them to integrate successfully into a Modern Britain.

### Beachcroft Programme of Education

#### Intent

Our curriculum intent in IT/Creative iMedia and Esports is to provide learners with the skills, knowledge and expertise to enable them to access a vast range of Post 16 opportunities in the continuously evolving field of computers and technology. Learners who gain a qualification at Key Stage 4 can access: A-levels in Business, Computer Science or Media. Level 3 courses in: Cambridge Technicals, Digital Media, IT and Esports. Apprenticeships in areas such as: Digital Marketing or Business Administrator.

We aim to provide an offer that allows all learners to gain the core skills in ICT in Key Stage 3 following the 'Functional Skills' National Curriculum. Learners will have the skills, knowledge and understanding in following modules: Making the most of your computer, Managing information, Finding and selecting information, Working with structured data, Working with numbers and charts, Working with text and images, Combining and presenting information, Using ICT to communicate. In Key Stage 4, learners will choose between 2 subjects which best match their skills, knowledge and future aspirations. The subjects are: OCR Information Technologies or OCR Creative iMedia. Information Technologies teaches learners more about: business enterprise, running a project, working from home or running your own business, whereas Creative iMedia teaches learners more about: digital and graphic designing, carrying out a digital media project, web design, animation, sound/video sequence, character design and storyboard design.

The opportunities arising from this is that all learners are given the basic necessary skills at Key Stage 3, and can then build on the those skills into a field that best suits them as an individual in either Information Technologies or Creative iMedia in Key Stage 4. Both courses are vocational courses, which best suits the subject delivery needs of our learners.

Our learners now have the opportunity to combine online gaming and education with our new Esports curriculum which is a BTEC level 2 course. Learners will get a foot in the door in this new fast paced growing industry. Learners will develop skills from investigating different esports games, to designing logos and merchandise for esports organisations, to demonstrating skills and strategies used in esports games and planning an esports event.

#### Implementation

At Key Stage 3 we deliver Pearson Functional Skills at Entry Level, Level 1 and then Level 2. This gives learners the necessary skills to enter either IT, Creative iMedia or Esports in Key Stage 4.

At Key Stage 4 we are offering a range of courses to enrol on: Information Technologies course, Creative iMedia course and Esports. Courses are delivered by OCR Cambridge Nationals and Pearson's, all are vocational courses which makes attainment more accessible for our learners.

#### Impact

Offering a wider range of courses at Key Stage 4 gives learners the best opportunities in finding the subject they're most interested in, enabling them to take ownership of their academic path and opening the range of their future opportunities.

#### Assessment in (subject)

We formally assess in terms 2, 4 and 6.

Key Stage 3 are assessed using formative assessment to track their progress throughout the academic year. Summative assessments are carried out in term 2, 4 and 6. The reason for this is so we can track progress and enable learners with the opportunities to progress through the Entry Level, Level 1 and Level 2 framework.

Key Stage 4 are assessed using formative assessment throughout the academic year, and a controlled assessment over 3 terms. The reason for this is learners have to first demonstrate an understanding of the course content, before beginning the controlled assessment in term 3.

We moderate assessment in the following ways: internal moderation, cross site moderation and external moderation.



<b>Key stage 4</b>	Esports Games  Investigate different genres of esports games	Teams and Tournaments  Explore different professional esports teams	Teams and Tournaments  Examine esports tournaments and leagues.	Establishing an Esports Organisation  Investigate a global sporting organisation Develop a brand for an esports organisation	Establishing an Esports Organisation  Design a logo and merchandise for an esports organisation	Establishing an Esports Organisation  Create a plan to promote the brand.
<b>Esports Level 2 Key stage 4</b>	<u>LO: Key Skills</u> Streaming for Esports  Investigate different methods of streaming esports	<u>LO: Key Skills</u> Streaming for Esports  Demonstrate the skills and strategies used in esports games	<u>LO: Key Skills</u> Streaming for Esports  Produce and review a live-stream.	<u>LO: Key Skills</u> Plan for an Esports Event  Investigate the success of different types of esports events Plan and deliver a pitch for an esports event	<u>LO: Key Skills</u> Plan for an Esports Event  Review the plan for the esports event.	

**Qualifications offered:**

Level	Exam Board	Specification Code	Qualification title
Functional Skills Level 1 / 2 Level 1 Pass / Merit / Distinction Level 2 Pass / Merit / Distinction Esports Level 2 BTEC Award/Certificate	Pearson Edexcel OCR Cambridge Nationals OCR Cambridge Nationals Pearson	ICT Entry 3 /Level 1/Level 2 J808 J807 / J817 Pearson BTEC Level 2 Award in Esports (QN 603/5803/8).	Information Communication Technology Information Technologies Creative iMedia Esports BTEC Level 2 Award/Certificate