

## 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

## <u>Intent</u>

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 are 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 leaners.

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 esport games, to designing logos and merchandise is 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.

# <u>Impact</u>

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.

# Curriculum Map/Programme of Study:

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Key Stage 3	T1: Key Skills	T2: Key Skills	T3: Key Skills	T4: Key Skills	T5: Key Skills	T6: Key Skills
	Making the most of your	Managing Information	Finding & Selecting	Working with structured	Working with text and	Combining and presenting
	computer /Using ICT		Information	data / numbers & charts	images	information
Information	LO1: Key Skills	LO2: Key Skills	LO3: Key Skills	LO4: Key Skills	LO5: Key Skills	LO6: Key Skills
Technologies	Understanding the tools	To be able to initiate and	Understanding how	Understanding the factors to	Import and manipulate	Understand the different
Year 10	and techniques to initiate	plan a solution to meet an	data and information	be considered when	data to develop a	methods of processing
	and plan solution	identified need	can be collected	collecting, processing and	solution to meet an	data and presenting
				storing data/information	identified need	information
	The inputs and outputs of	How to mitigate risks				
	each phase of the project	through planning	Data & information	Types of threats to data and	How to create, edit,	Selection and justification
	life cycle	documentation		information	delete process data	of the appropriate
					using appropriate	software tools and
					software tools and	techniques to process
					techniques	data to meet the defined
						objectives in a given
						context
Information	LO07: Key Skills	LO8: Key Skills	<u>Key Skills</u>	Key Skills	<u>Key Skills</u>	
Technologies	Selecting and presenting	Iteratively review and				
Year 11	information in	evaluate the development	Controlled Assessment	Controlled Assessment	Controlled	
	development of the	of the solution			Assessment/Exam	
	solution	of the solution			Preparation	
		How to carry out and				
	How to select and extract	document an iterative				
	data for an identified	review				
	need					
Key Stage 4	LO1: Key Skills	LO2: Key Skills	LO3: Key Skills	LO4: Key Skills	LO5: Key Skills	LO6: Key Skills
Creative iMedia	Understanding the	Be to plan pre-production	Be able to produce	Understand the purpose and	Be able to plan the	Be able to create a digital
	purpose and content of		pre-production	properties of digital graphics	creation of a digital	graphic & review
	pre-production		documents & review		graphic	
Key Stage 4	LO:7:Key Skills	Key Skills	Key Skills	Key Skills	Key Skills	
Creative iMedia	Be able to review a digital	Controlled Assessment	Controlled Assessment	Controlled Assessment	Controlled	
	graphic	Mandatory unit	Option unit	Option unit	Assessment/Exam	
					Preparation	
Esports Level 2	LO: Key Skills	LO: Key Skills	LO: Key Skills	LO: Key Skills	LO: Key Skills	LO: Key Skills

Key stage 4	Esports Games	Teams and Tournaments	Teams and	Establishing an Esports	Establishing an Esports	Establishing an Esports
			Tournaments	Organisation	Organisation	Organisation
	Investigate different	Explore different				
	genres of esports games	professional esports	Examine esports	Investigate a global sporting	Design a logo and	Create a plan to promote
		teams	tournaments and	organisation	merchandise for an	the brand.
			leagues.	Develop a brand for an	esports organisation	
				esports organisation		
	LO: Key Skills	LO: Key Skills	LO: Key Skills	LO: Key Skills	LO: Key Skills	
	Streaming for Esports	Streaming for Esports	Streaming for Esports	Plan for an Esports Event	Plan for an Esports Event	
Esports Level 2 Key stage 4	Investigate different methods of streaming esports	Demonstrate the skills and strategies used in esports games	Produce and review a live-stream.	Investigate the success of different types of esports events Plan and deliver a pitch 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	Pearson Edexcel	ICT Entry 3 /Level 1/Level 2	Information Communication Technology
Level 1 Pass / Merit / Distinction	OCR Cambridge Nationals	808	Information Technologies
Level 2 Pass / Merit / Distinction	OCR Cambridge Nationals	J807 / J817	Creative iMedia
Esports Level 2 BTEC Award/Certificate	Pearson	Pearson BTEC Level 2 Award in Esports	Esports BTEC Level 2 Award/Certificate
		(QN 603/5803/8).	