

# ICT Department Curriculum Overview



## Subject Teachers:

Mr G Lynch (HoD)  
Mr P McDaid  
Mr J Crutchley

**KS3** – Year 8 receive 1 lesson/week; year 9/10 receive 1 lesson / fortnight.

Year 8 – Pupils develop skills in appropriate file and folder management; e-safety; visual programming; graphics; and standard generic applications.

Year 9 – Pupils develop further skills in visual programming; graphics; generic software applications and are introduced to web design / development.

Year 10 – Pupils develop skills that will equip them for GCSE – games design / development; enhanced web design / development; and graphics (including animation), video and audio editing.

## GCSE - Pupils study the CCEA GCSE ICT (Full Course) Specification

Unit 1 – Tools and Application; 30 % Controlled Assessment; 3 tasks.

Pupils undertake study and develop skills using Communications Software; Presentation software; Information Handling software; and Spreadsheet software (completed in Year 12)

Unit 2 – Using Multimedia and Games Technology; 30% Controlled Assessment; 2 tasks.

Pupils undertake study, develop skills using Graphics; Digital Video and Sound; Games Technology; and Multimedia Assets (completed in Year 11)

Unit 3 - Understanding ICT Systems in Everyday Life and Its Implications for Individuals, Organisations, Society and the Wider World; 40% synoptic examination; 2 hours.

Pupils undertake study of Knowledge of ICT Components; Data and Information; Digital Communication Methods; and Applications of ICT (at the end of Year 12)

## A Level - Pupils study the CCEA GCE ICT Specification

AS Level (AS 1 – 60% 2 hour examination; AS 2 – 40% coursework)

AS 1: Components of ICT – Pupils undertake study in 5 areas – Data and Information; Hardware and Software Components; Network Communication; Applications of ICT; and Developing ICT Applications.

AS 2: Developing ICT Solutions – Pupils design, develop, test and document a multimedia website and a multi-entity relational database

A2 Level (A2 1 – 60% 2 hour examination; A2 2 – 40% coursework)

A2 1: Information Systems - Pupils undertake study in 7 areas – Database Systems; Networked Systems; Software Development; The User Interface; User Support / Training; Legal / Professional Issues; and Implications of ICT.

A2 2: Approaches to Systems Development – Pupils analyse, design, develop, test, document, and evaluate a multi-entity relational database for a real end-user

**Extra-Curricular** (clubs, competitions, etc) – There are many competitions and initiatives on offer, e.g.

KS3 – Koduacademy (game creation club using Kodu environment); Bebras Computational Thinking

KS4 – App Development (Android) in conjunction with Ulster University

KS5 – WABIPS Java Programming in conjunction with Ulster University; 'X the Text' in conjunction with Allstate