

Year 12: OCR Technicals Level 3 IT

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Topics	Unit 1 – Fundamentals of IT Focus: Lo1 Understand computer hardware Lo2 Understand Computer software Lo3 Understand business IT systems	Unit 1 – Fundamentals of IT Focus: Lo4 Understand employability and communication skills used in an IT environment Lo5 Understand ethical and operational issues and threats to computer systems	Unit 1 – Fundamentals of IT Unit 2 – Global Information Focus: Lo1 Understand where information is held globally and how it is transmitted Lo2 Understand the styles, classification and the management of global information Lo3 Understand the use of global information and the benefits to individuals and organisations	Unit 2 – Global Information Focus: Lo4 Understand the legal and regulatory framework governing the storage and use of global information Lo5 Understand the process flow of information	Unit 2 – Global Information Focus: Lo6 Understand the principles of information security	Unit 5 – Virtual and Augmented Reality. Unit 13 – Social Media and Digital Marketing Focus: Unit 5 Assignment 1, LO1 Uses of AR/VR Unit 13 Assignment 1 – Tools for Digital Marketing
Assessments	Topic Test: Lo1, Lo2, Lo3 topic test focus	Topic Test: Lo4, Lo5 topic test focus	Mock Exam: Unit 1 Lo1/Lo2/Lo3/Lo4/Lo5 Exam: External OCR Technical Exam Unit 1 – Fundamentals of IT	Topic Tests: Lo1, Lo2,Lo3 test focus	Mock Exam: Unit 2 Lo1/Lo2/Lo3/Lo4/Lo5/Lo6 Exam: External OCR Technical Exam Unit 2 – Global Information	Coursework: Unit 5 – Uses of AR/VR Unit 13 Assignment 1 – Tools for Digital Marketing

Building on Prior Learning	Declarative Knowledge Computing is rich in complex knowledge and something which has been built over time. Prior knowledge of KS3 and KS4 Computing enables knowledge of how computing is used purposefully, this is 'empowering knowledge' Knowledge of computing contexts explains how computing is used in the modern world and will enable students at Trinity to create products for briefs. Disciplinary/procedural Knowledge Computing in Year 12 provides a context for the use of computers in society. Students will be able to focus on how computers are used in different sectors and describe the methods used to create digital artefacts such as presentations, videos, reports, VR/AR products.
Cultural Capital	There is cultural capital in abundance in this programme of study: Computing education is considered to be important, because it has social, cultural and economic benefits. Through computing education, pupils can learn 'powerful knowledge', enabling them to become informed and active participants in our increasingly digital society. Students at Trinity build knowledge in this area by being taught about different contexts over time but also by revisiting these contexts and adding new knowledge to what they already know about them. In addition to learning about the contexts themselves, students should learn the knowledge that links them together. This includes knowledge of the technologies that enable such contexts, the laws that constrain their use and the ethical considerations when technology intersects with society.
Mastery	Computing is rich in abstract concepts that can be difficult for novices to learn. Students at Trinity make progress in computing by knowing and remembering more about and, importantly, across each of these categories: Computer Science, Information Technology and Digital Literacy, and being able to apply this knowledge. However, these pillars do not sit separately from each other and is evident throughout the Cambridge Technical Course for IT. Knowledge from each pillar complements the others and allows clear progression of knowledge throughout the course.
Development of Character	A wide range of virtues are covered through the teaching of Computing: As our culture is becoming more diverse, it is important students learn to appreciate and understand other people's fears/needs/hopes/ambitions. It is also important that students examine their responses when using technology and apply the ideas learnt under the heading "Ethical, legal and cultural concerns" for Computing.
Extra-Curricular opportunities	STEM Club/ AutoCAD club/ Meaningful employer involvement – Millennium Point speakers.
Metacognitive Learning	In computing , there are so many ways to solve problems, execute an idea, or complete a task. Exercising metacognition allows students to think about different ways to solve a problem and choose the best possible solution for their chosen brief. By using knowledge, they can adapt to the given brief based on prior learning. Self-regulation is key in computing in Year 12, for exams students will ensure retrieval and effective learning strategies are implemented during their interleaved revision throughout exam preparation. For coursework, once the lesson content has been taught, assignments are released. Students are expected to use the specification, prior notes on taught content, and use knowledge to complete a unit of work on their own without any support.