

Richard Lander School



Statement of Intent

Every subject maximises the potential of each student, enabling them to become successful learners, confident learners and responsible citizens. We will ensure that all students are well prepared for life and work and are keen to make a positive difference to the world they live in.

Information Technology

Intent *Explain what is distinct about IT and why it is important for our students to study it*

The Computing and Business faculty offers a varied curriculum providing students with lots of opportunities to develop both academically and personally. At Key Stage 4 students are offered either a computing or IT-based qualification. We offer an up to date, relevant, vocational course at Key Stage 4 for IT which is underpinned by a wide variety of IT related activities in their Key stage 3 curriculum. Our intent for the IT and Creative Media curriculum at Richard Lander is to provide learners with essential knowledge, transferable skills and tools to improve their learning in other subjects with the aims of enhancing their employability when they leave education, contributing to their personal development and future economic well-being. The program of study will encourage independence, creativity and awareness of the digital media sector.

Skills *Detail the wider skills that IT can deliver to our students, helping to prepare them for leaving RLS.*

Information Technology will equip learners with a range of creative media skills and provide opportunities to develop, in context, desirable, transferable skills such as research, planning, and review, working with others and communicating creative concepts effectively. Through the use of these skills, learners will ultimately be creating fit-for-purpose creative media products. In addition, students will make extensive use of productivity software which will fully prepare students for the almost ubiquitous use of IT in the workplace.

Purpose of Study *Look at the IT programmes of study in the National Curriculum and define what this means for our students and their future*

All pupils have the opportunity to study a variety of aspects of information technology at a suitable depth to allow them to progress to higher levels of study - or to a professional career.

Students are *taught to:*

- develop their capability, creativity and knowledge in both digital media and information technology
- develop and apply their problem-solving, design and creative production skills
- understand the legal implications and protections that are enforced around Copyright, Patents and Data Protection.

Aims *Look at the IT programmes of study in the National Curriculum and define what this means for our students and their future*

Creative iMedia opens up a wide range of professional fields for our students. As well as being able to progress their education in the fields of IT, media and digital photography, success in iMedia enables students the opportunity to explore careers in many of the creative fields such as games design, content creation, film, photography and advertising.

Assessment *Explain how students are assessed at Key Stage 4 and what impact this has on their future learning.*

Students are assessed in their understanding of a topic throughout the delivery of that topic until the time of the NEA. Once NEA is started, there are limited options for students or teachers to gain or provide feedback that can be acted on. This is why it is critical to carry out as much formative

assessment prior to the NEA starting. Mechanisms for assessment vary according to the unit of work, but Moodle is the primary vehicle for assessment and any gaps in knowledge are quickly identified before NEA starts.

Rationale *Explain ITs' rationale for the sequencing of the IT curriculum. Why are KS3 and KS4 taught in the order that they are eg use of interleaving etc*

Like most vocational qualifications, a number of coursework assessments are required in addition to an examination on pre-production skills. Students are taught a wide variety of the pre-production skills required in the media industry in preparation for both their exam and also the centre-assessed tasks in both digital graphics and digital games. The order has been created to support and build on the required skillsets at each stage of the students' pathway through IT.

In year 10 students will explore the different sectors of the media industry and discover the range of media products within them. Job roles within each sector will be investigated and students will be given a clear insight into the possible career pathways within media.

Understanding the stages of production is a key skill a learner will require in order to produce a successful product. Investigating how purpose, style and content are used to impact and engage audiences will be influential in students achieving a successful Visual Identity and Digital Graphic coursework assignment at the end of year 10 using the Adobe Creative Cloud Suite.

In Year 11, students will continue to showcase their understanding of the stages of production by developing a digital game. Finally, students will look at the different file formats involved in the distribution stages of a product and also investigate the legislation that impacts the industry.